HOT! AMPLITUDE ROCKS!

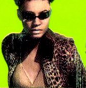
PINK, GARBAGE, BOWIE, WEEZER, BT, QUARASHI!

OLD SCHOOL

THE RETURN OF THE 2D SHOOTER

EXCLUSIVE! AWESOME DEMOS INSIDE!

DEF JAM VENDETTA, WINNING ELEVEN 6, HIGH HEAT 2004



ENTER THE MATRIX

THE MOST AMBITIOUS GAME EVER

OFFICIAL U.S. PlayStation MAGAZINE

MAY 2003
ISSUE 68

21 REVIEWS!

NBA STREET VOL. 2

SEE WHY IT'S OUR GAME OF THE MONTH!

ZOE: THE 2ND RUNNER

IT'S REALLY, REALLY BEAUTIFUL!

JAK 2

THE NEW NAME FOR JAK & DAXTER 2

Official U.S. PlayStation Magazine Issue 68 (May 2003)

HEROES OF THE PACIFIC THEATER

FIRST REVIEW!

SPLINTER CELL

PLAY IT

EXCLUSIVE PLAYABLE DEMO INSIDE

CHEAT!

DEF JAM VENDETTA
THE GETAWAY
THE SIMS

PLUS: TIPS AND CHEATS FOR EVERY TOP-SELLING PS2 GAME, INCLUDING: SOCOM, MIDNIGHT CLUB 2 & XENOSAGA

1319 RATINGS

★★★★★

WWW.PLAYSTATIONMAGAZINE.COM

ZIFF DAVIS MEDIA™

May 2003
$8.99 U.S.
$11.99 Canada
Display Until May 13

05>
0 70992 06968 2

Licensed by Sony Computer Entertainment of America. PlayStation and the PlayStation logos are registered ... Entertainment Inc.

when you can do everything, the

DARK CLOUD 2

Take the first step in the sequel to one of the most epic quests ever: Dark Cloud 2. Create weapons. Invent gadgets. Restore the future by rebuilding the past with an enhanced Georama system that puts the fate of the world in your hands. Customize homes, surroundings and towns with virtually infinite possibilities, then see how they affect the future. But beware: Every action has a consequence.

PlayStation 2

TEEN
T
CONTENT RATED BY
ESRB

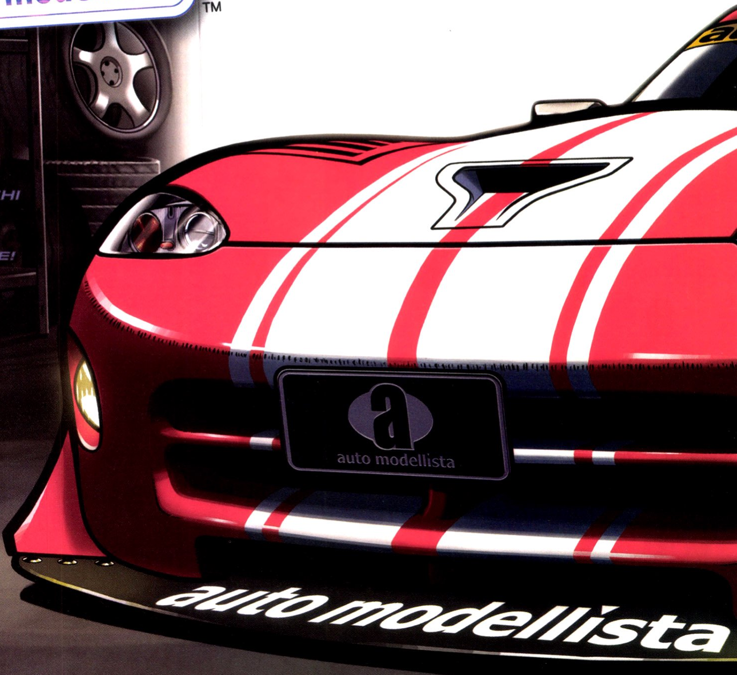
Violence

www.playstation.com

Dark Cloud is a registered trademark of Sony Computer Entertainment Inc. ©2003 Sony

hardest part is doing anything.
LIVE IN YOUR WORLD.
PLAY IN OURS.

Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc.


THE FUTURE OF
ONLINE
auto modellista™
MAZDA
HONDA
TOYOTA
NISSAN
MITSUBISHI
SUBARU
AND MORE!
auto modellista
auto modellista

Take it to the street and experience the rush of the first cell-shaded online racer for the PlayStation®2 computer entertainment system. Build the ultimate dream car and go head-to-head against eight online players in your tricked-out, world-class ride. Feel the pulse of the street as you add sonic screen effects and digital music to your own instant replay footage. Racing fans get set and Go! Auto Modellista.

ONLINE
BROADBAND ONLY

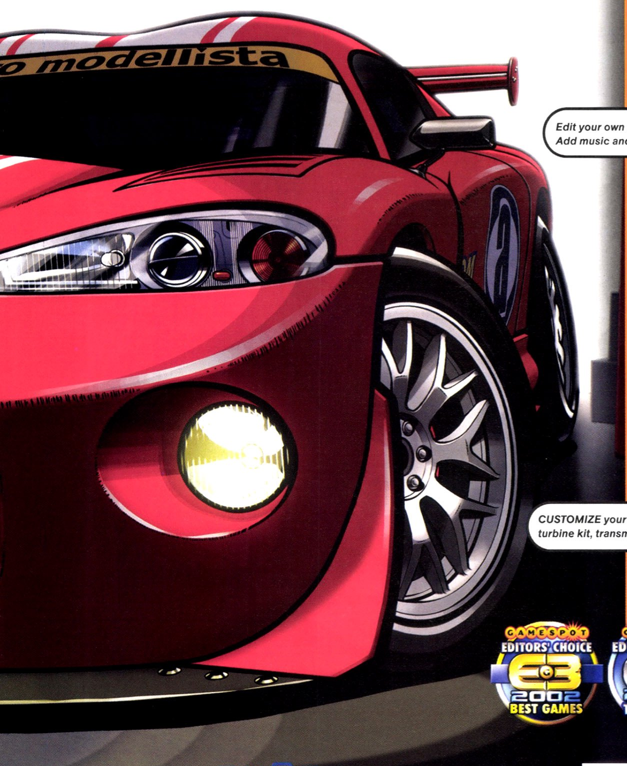
EVERYONE
E
CONTENT RATED BY
ESRB

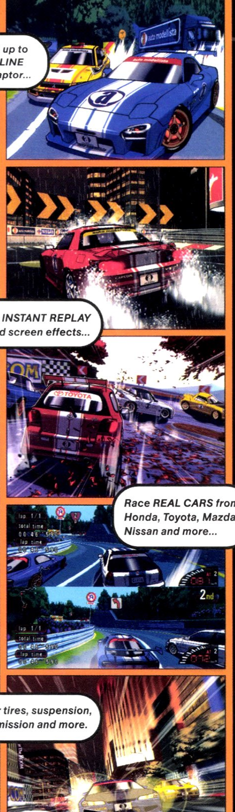
Visit www.esrb.org
or call
1-800-771-3772
for rating information

© CAPCOM CO., LTD. 2002. ALL RIGHTS RESERVED. © CAPCOM U.S.A., INC. 2002, 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. "auto modellista" is a trademark of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo and DUALSHOCK are registered trademarks of Sony Computer Entertainment Inc. Online plays requires internet connection and Network Adaptor for PlayStation 2 (sold separately). The online icon is a trademark of Sony Computer Entertainment America Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

RACING IS NOW!

E3 2002 GAMESPOT EDITORS CHOICE WINNER
BEST AND TOP GAMES MEDALS





Race and chat with up to 8 OPPONENTS ONLINE with a Network Adaptor...

Edit your own INSTANT REPLAY
Add music and screen effects...

Race REAL CARS from Honda, Toyota, Mazda, Nissan and more...

CUSTOMIZE your tires, suspension, turbine kit, transmission and more.

GAMESPOT EDITORS' CHOICE E3 2002 BEST GAMES

GAMESPOT EDITORS' CHOICE E3 2002 TOP GAMES

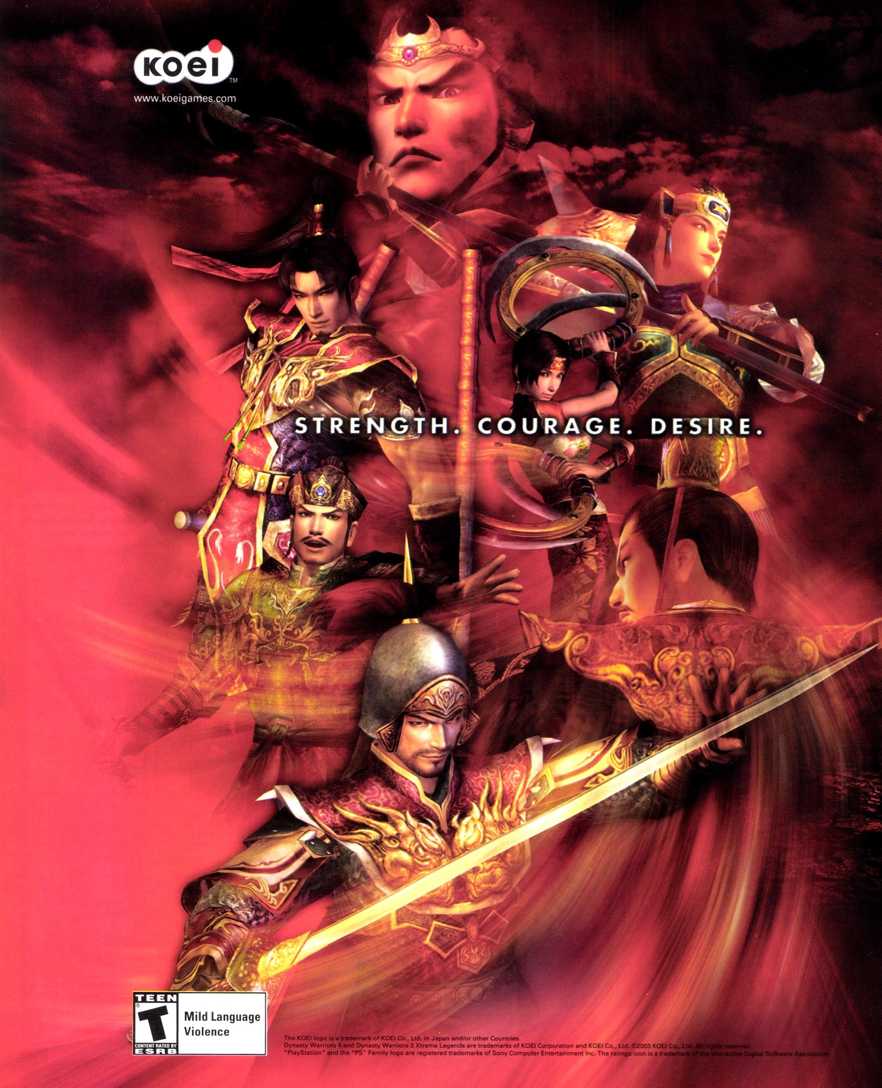
PlayStation 2
auto modellista
CAPCOM

CAPCOM
capcom.com

SNAP
SEGA NETWORK APPLICATION PACKAGE

PlayStation 2

ALL MANUFACTURERS, CARS, CAR PARTS, NAMES, BRANDS AND ASSOCIATED IMAGERY FEATURED IN THIS GAME ARE INTELLECTUAL PROPERTY RIGHTS INCLUDING TRADEMARKS AND/OR COPYRIGHTED MATERIALS OF THEIR RESPECTIVE OWNERS. ALL RIGHTS RESERVED.



KOEI™
www.koeigames.com
STRENGTH. COURAGE. DESIRE.
TEEN
T
CONTENT RATED BY
ESRB
Mild Language
Violence

The KOEI logo is a trademark of KOEI Co., Ltd. in Japan and/or other Countries.
Dynasty Warriors 4 and Dynasty Warriors 3 Xtreme Legends are trademarks of KOEI Corporation and KOEI Co., Ltd. ©2003 KOEI Co., Ltd. All rights reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

PlayStation®2

DYNASTY WARRIORS 4™

Tactical Action Without Equal!

- Play over 50 stages across 17 unique maps
- Giant siege engines: battering rams, catapults, and bridge layers
- Fierce new one-on-one duels
- Create your own officers and bodyguards
- New character-specific special attacks
- Brand-new Weapon Upgrade System
- Kingdom Play! Select a new general for each stage in Musou Mode
- 3 brand-new officers for over 40 playable characters

MARCH 2003

Zhu Ran
Guard
Ma Chao
Captain
Zhou Tai
Infantry
Dian Wei
Yue Ying

The Warriors Return, and the Battle Rages On…

DW3 REMIX!!! Play XTREME LEGENDS by itself or with Dynasty Warriors 3 to power up the original with new XL features. Memory Card data is fully compatible between both games.

Xtreme Legends™ Dynasty Warriors 3™

AVAILABLE NOW

CONTENTS

OFFICIAL U.S. PlayStation MAGAZINE

www.playstationmagazine.com

WHO WOULD WIN IN A FIGHT...

Solid Snake or Sam Fisher?

John Davison
Editor-in-Chief

When we asked *Splinter Cell* co-producer Domatille Doat that question, he was predictably evasive, citing that they were "both on the same side." People are always evasive these days. No one ever wants to pick a fight when we egg them on about stuff like this—they're so polite. Personally, I think Snake still has the edge, but it's definitely a close call. One thing's for sure, though: Sam's game is extremely good-looking, and manages to ably prove that the PS2 can continue to amaze us with its capabilities. Check out the exclusive demo we have on our DVD this month and prepare to be well and truly blown away. It's got a different look and vibe than *Metal Gear*, but the realistic lighting and spectacular special effects are incredible. This is no doubt the beginning of a new wave of cool-looking PS2 games.

Unusually, our cover story isn't our game of the month. There was some tough competition this month, but ultimately it was EA Big's *NBA Street Vol. 2* that nudged everything aside. Turn to page 94 to see why we rated this above other hot stuff this month including *Zone of the Enders: The 2nd Runner*, *Colin McRae 3* and our cover star.

ABOUT OUR CONTRIBUTORS

ZOE FLOWER
She writes, plays videogames, makes TV shows, and looks spectacular in a chicken suit. She produces rock videos, designs websites, and downs orange vodka like a sailor. That's what she tells us, anyway. www.zoeflower.com

CRYSTAL MCNAIR
Crystal has been drawing since first grade, in spite of the fact that she has to do all her art with a screwdriver on a cunningly hewn sheet of ice, since they don't have paper in Canada. We understand her igloo is quite nice, though.

PENNY ARCADE
These guys know their games, so when they make a comic about videogames, the comic tends to be funny. And most of their comics are about videogames. Now, what does that tell you? Visit them anytime at www.penny-arcade.com.

JOHN SCALZI
He's a writer of science, fiction, and science fiction; a media reviewer and an ordained minister—and he's just signed a two-book publishing deal with fantasy/sci-fi supergroup TOR. You can find out all the sordid details at www.scalzi.com.

Videogames Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

EARLY CHILDHOOD RATING
Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

EVERYONE RATING
The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

TEEN RATING
Contains suggestive themes; mild or strong language; and animated violence. Some parents may want to supervise children playing T-rated games.

MATURE RATING
These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.

ADULTS ONLY RATING
The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

ZIFF DAVIS MEDIA™

THE MAGAZINE
Editor-in-Chief **John Davison**
Managing Editor **Gary Steinman**
Previews Editor **Chris Baker**
News Editor **Sam Kennedy**
Reviews Editor **Joe Rybicki**
Associate Editor **Todd Zuniga**
Gossip Columnist **Clish MacLaver**
Editorial Contributors **Ethan Einhorn, Zoe Flower, Ravi Hiranand, Thomas Puha, John Scalzi, David Smith, Axel Strohm, Doug Trueman**
Japanese Correspondent **Yutaka Ohbuchi**
European Correspondent **Axel Strohm**

DESIGN
Senior Art Director **Bob Conlon**
Art Director **Jason "Up Till 5 a.m." Babler**
Graphic Designer **Tina Huynh**
Cover Artist **Martin Caya**
Illustration **Crystal McNair**

COPY DESK
Copy Chief **Kristen Salvatore**
Copy Editors **Tom Edwards, Greg Ford**

PRODUCTION
Manufacturing Director **Carlos Lugo**
Senior Production Manager **Anne Marie Miguel**
Production Manager **Monica Brent**
Assistant Production Manager **Teresa Newson**
Art Production Manager **Michele Kellogg-Manousos**

ZD GAME GROUP
Senior Vice President **Dale Strang**
Editorial Director **John Davison**
Creative Director **Simon Cox**
Business Director **Cathy Bendoff**

CIRCULATION
Group Circulation Director **Tracy Schultz**
Single Copy Sales Director **Bob Kerekes**
Senior Newsstand Sales Manager **Don Galen**
Internet and Partnership Marketing Dir. **Chris Wilkes**

SUBSCRIPTION SERVICE NUMBER
800-627-6458 (U.S. and Canada only)
http://service.playstationmagazine.com
subhelp@playstationmagazine.com
TO SUBSCRIBE ONLINE
http://subscribe.playstationmagazine.com

SALES AND MARKETING
Group Publisher Lee Uniacke
415-357-4910 • lee_uniacke@ziffdavis.com
Group Associate Publisher Stan Taigen
415-357-4915 • stan_taigen@ziffdavis.com

BAY AREA
Mary Gray, District Sales Representative
415-547-8782, fax: 415-547-8777
Aaron Gallion, Account Executive
415-357-4925, fax: 415-547-8777
SOUTHWEST
Julie Knapp, District Sales Manager
310-379-4313, fax: 310-379-4312
Emily Olman, Account Executive
415-547-8781, fax: 415-547-8777
MIDWEST
Marc Callison, Regional Sales Manager
630-810-4095, fax: 630-810-4099
Candace Droz, Account Executive
415-357-4920, fax: 415-547-8777
EAST
Ian Sinclair, Regional Sales Manager
203-255-5795, fax: 203-255-4560
Mary Letson, Account Executive
415-357-5226, fax: 415-547-8777
KEY ACCOUNTS – WEST
Marci Yamaguchi, Regional Sales Manager
415-357-4944, fax: 415-547-8777
Amy Mishra, Account Executive
415-547-8780, fax: 415-547-8777
ONLINE SALES
Bill Young, 415-547-8453

Rey Ledda, Marketing Director, 415-547-8775
Wayne Shiu, Marketing Coordinator, 415-547-8248
Tipler Ubbelohde, Senior Advertising Coordinator, 415-357-4930
Kristeen Laut, Senior Sales Assistant, 415-547-8778
Amanda Nelson, Sales Assistant, 415-547-8783

ZIFF DAVIS MEDIA INC.
Chairman and Chief Executive Officer **Robert F. Callahan**
Chief Operating Officer and Chief Financial Officer **Bart W. Catalane**
Senior Executive Vice President (Publishing Operations) **Tom McGrade**
Executive Vice President **Stephen D. Moylan**
Executive Vice President and Editorial Director (Editor-in-Chief, PC Magazine) **Michael J. Miller**
Executive Vice President, General Counsel and Secretary **Gregory Barton**

Senior Vice President (Technology & Sales Operations) **Jasmine Alexander**
Senior Vice President (Finance) **Derek Irwin**
Senior Vice President (Circulation) **Charles Mast**
Senior Vice President (Publishing Director, Baseline) **Sloan Seymour**
Senior Vice President (Game Group) **Dale Strang**
Senior Vice President (Internet) **Jason Young**

Vice President (Corporate Sales) **Ken Beach**
Vice President (Publisher, PC Magazine) **Tim Castelli**
Vice President (Integrated Media) **Charles Lee**
Vice President (Corporate Communications) **Aimee D. Levine**
Vice President (Editor-in-Chief, Internet) **Jim Louderback**
Vice President (Editor-in-Chief, eWEEK) **Eric Lundquist**
Vice President (Editorial Development) **Bill Machrone**
Vice President (Controller) **David Mullen**
Vice President (Human Resources) **Beth Repeta**
Vice President (Editor-in-Chief, Baseline) **Tom Steinert-Threlkeld**
Vice President (Internet Audience Development) **Stephen Sutton**
Vice President (Publisher, CIO Insight) **Stephen Veith**

Senior Director, Manufacturing **Carlos Lugo**
Director, International **Christin Lawson**

(Contact anyone on this masthead via e-mail using firstname_lastname@ziffdavis.com)

Mission Statement

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine (OPM)* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive, and candid coverage of PlayStation software and hardware.

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $8.99. Subscription Rates: One Year (12 issues and 12 demo discs) $49.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. POSTMASTER: Send address changes to Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. For Subscription Service Inquiries call us at: 800.627.6458 U.S. and Canada, or (303) 604-7445 all other countries. Fax us: 850.683.4094 U.S. and Canada, or 303.604.0518 all other countries. Or visit our subscription website at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. Copyright © 2003 Ziff Davis Media. All Rights Reserved. Reproduction in whole or in part without permission is prohibited. For permission to reuse material in this publication or on www.playstationmagazine.com, or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager: Olga Gonopolsky, Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Tel: 212-503-5438. Fax: 212.503-5420. E-mail: olga_gonopolsky@ziffdavis.com. For reprints, contact Reprint Management Services (RMS) at (800) 290-5460 or (717) 399-1900, or on the Web at www.reprintbuyer.com. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. Printed in the USA.

RIGHT GUARD® XTREME BODY SPRAY

Spray your whole body so she can find you when the lights are off.

RIGHT GUARD®
XTREME
sport™
Deodorant
Body Spray
Fresh Blast®

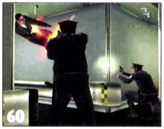
© 2003 The Gillette Company

New RIGHT GUARD® XTREME Body Spray. **Spray it on. Bring it on.**

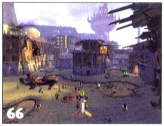
An appealing scent that leaves you feeling fresh, clean and ready for action, even when you push your limits.

CONTENTS

72



60



66

REGULAR BITS

11 DEMO DISC
What better way to experience our cover story than trying it for yourself with our *Splinter Cell* demo?

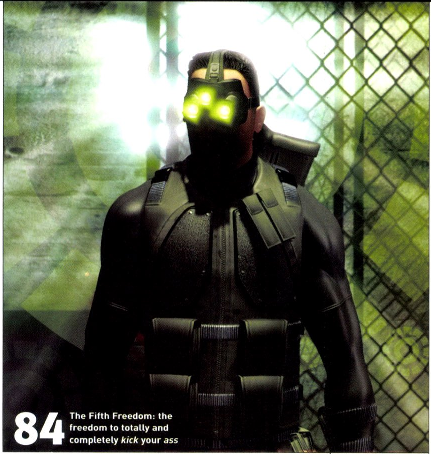
14 INPUT
You send us letters, we print your letters. Because we care. Here's the address: opm@ziffdavis.com.

20 SPIN
From Sega to shooters to sexy stars, we've got everything PlayStation in our sensational section.

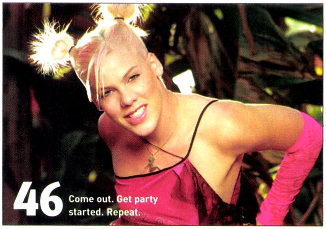
100 REPLAY
A whopping 18 pages of tricks, strategies, and archived reviews. You bought it, we got it covered.

118 P.S.
Dude, you're *so* hardcore. Check out our list to see if you qualify. Plus: Penny Arcade and P.S.A.T.

74



84 The Fifth Freedom: the freedom to totally and completely *kick* your ass



46 Come out. Get party started. Repeat.

Feature. Review. Demo. A triad of magnificence to deliver the goods on *Splinter Cell*. Hint: It rocks.

PlayStation
SPLINTER CELL
PLAY IT
EXCLUSIVE PLAYABLE DEMO INSIDE

PREVIEWS

75 Alien Breed 2K4
68 Aliens Vs. Predator: Extinction
68 Backyard Wrestling
74 Destruction Derby Arenas
76 Disgea: Hour of Darkness
75 Dragon Ball Z: Ultimate Battle 22
60 Enter the Matrix
64 Final Fantasy X-2
72 Futurama
72 Gallop Racer 2003: A New Breed
77 Gladius
71 The Hobbit
67 The Hulk
75 I, Gladiator
58 Indiana Jones & Emperor's Tomb
66 Jak II
75 Lowrider
68 Mace Griffin: Bounty Hunter
56 Medal of Honor: Rising Sun
75 Metal Slug 3
62 Pitfall Harry
75 Red Dead Revolver
74 Resident Evil Online
70 Robin Hood: Defender of Crown
72 RTX: Red Rock
58 Silent Line: Armored Core
75 Sphinx
76 Splashdown 2
62 Summer Heat Beach Volleyball
71 Tak and the Power of Juju
70 Tomb Raider: Angel of Darkness
67 Wakeboarding Unleashed
71 Warhammer 40,000: Fire Warrior

SPIN

20 Sega Slumps
The future looks uncertain for the once-mighty Sega.

22 Suzuki Method
When Yu talks, *you* ought to listen.

28 Day Planner
OPM's handy monthly calendar.

30 Zoe's World
The lovely Ms. Flower suffers from "postpixel depression."

32 Last Shot
Shooters are making a comeback—but this might be the last hurrah.

34 War Games
Splinter Cell isn't the only military game in town. We round up the rest.

34 The Watchdog

36 Mutant Madness
At the movies and on your PS2. Plus: *OPM* chats with Kelly Hu!

38 Samurai!
Onimusha returns with two new games and a movie.

40 All-Star
WSB 2K3's coverboy Jason Giambi's a big hit and an even bigger hitter.

44 Still Going...
PS1 continues to crank 'em out. Also: 12 titles we'd like to see.

45 Clish MacLaver

46 Amped!
FreQ out with *Amplitude*'s tunes.

52 DVD Reviews

54 By the Numbers

REPLAY

101 NHL 2K3
The Stanley Cup is up for grabs! Use these tips to win it!

102 Def Jam: Vendetta
Every move for every wrestler, plus a hot picture of Christina Milian.

104 Midnight Club II
Sure the game's fast, but you can go even *faster* with these tips.

106 The Getaway
The map you wish you had.

108 The Sims
Beating the final Get A Life level!

109 Grand Theft Auto: Vice City
The weirdest goings-on in *Vice City*.

REPLAY

You name a genre, we've got tricks for it

102
DEF JAM: VENDETTA

You've got to beat the best to be the best

You've made your way through the Def Jam circuit, but you still haven't figured out the tricky combo system? Word, dawg. We hook you up.

INSIDE REPLAY

108
The Sims

It's the No. 1 selling PS2 game, so of course we're going to show you how to topple the last level of the Get A Life mode. Now get a *Sims* life!

106
The Getaway

Lost in London? Leave it to *OPM* to deliver a detailed map that will get you from Buckingham Palace to the battleship. And back.

PS2 Games

112 Devil May Cry 2
105 Dragon Ball Z: Budokai
109 Grand Theft Auto: Vice City
104 Midnight Club II
101 NHL 2K3
114 SOCOM: U.S. Navy SEALs
113 Tenchu: Wrath of Heaven
111 Winning Eleven 6
110 Xenosaga
116 Yu-Gi-Oh!

PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates its rank in the top selling games for each system.

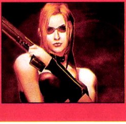
GAME	PUBLISHER	SCORE	ISSUE
.hack//INFECTION	Bandai	★★★½	65
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
Ace Combat 04: Shattered Skies	**Namco**	★★★★½	**51**
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★	67
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
All-Star Baseball 2004	Acclaim	★★★	67
Antz Extreme Racing	Empire	★½	61
Aqua Aqua	3DO	★★	42
Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	**Sony CEA**	★★★★	**42**
❽ **ATV Offroad Fury 2**	**Sony CEA**	★★★★	**64**

Go to Profile Editor and pick Unlock Items. Scroll down until you see Cheats and then enter these codes.

FLYPAPER	**Wrecks disabled and enabled**
GIMMEPTS	**1,000 Profile points**
IGIVEUP	**Unlock everything**
SHOWROOM	**All ATVs**
GAMEON	**All games**
TRLBLAZR	**All tracks**
THREADS	**All equipment**
GOLDCUPS	**All championship events**
GABRIEL	**Unlock San Jacinto Isles**
EATDIRT	**Aggressive A.I. enabled and disabled**

GAME	PUBLISHER	SCORE	ISSUE
ATV Quad Power Racing 2	Acclaim	★★★★	66
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51
Batman: Vengeance	Ubi Soft	★★★	51
Battle Engine Aquila	Atari	★★★½	65
Black & Bruised	Majesco	★★★★	67
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
BMX XXX	Acclaim	★½	65
Breath of Fire: Dragon Quarter	Capcom	★★★★	67
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63
Cabela's Big Game Hunter	Activision	★★½	67
Capcom vs. SNK 2	Capcom	★★★★½	51
CART Fury	Midway	★	47
Casper: Spirit Dimensions	TDK Mediactive	★★½	50
City Crisis	Take 2	★★★	48
Commandos 2: Men of Courage	Eidos	★★	62

111
KICK IT!
Winning Eleven 6
Soccer tips for footie pros



112
IN FASHION
Devil May Cry 2
Nothing's cooler than style

116
ULTIMATE
Yu-Gi-Oh!
The moth-er of all

GAME	PUBLISHER	SCORE	ISSUE
Conflict: Desert Storm	Gotham Games	✪◖	63
Conflict Zone	Ubi Soft	✪✪◖	63
Contra: Shattered Soldier	Konami	✪✪✪✪◖	64
Cool Boarders 2001	Sony CEA	✪✪✪✪	46
Crash Bandicoot: The Wrath of Cortex	**Universal**	✪✪✪◖	**51**
Crazy Taxi	**Acclaim**	✪✪✪✪	**46**
Dark Angel: Vampire Apocalypse	Metro3D	✪◖	49
Dark Cloud	**Sony CEA**	✪✪✪✪◖	**46**
Dark Cloud 2	**Sony CEA**	★★★★★	**66**
Dark Summit	THQ	✪✪✪◖	52
Dave Mirra Freestyle BMX 2	**Acclaim**	✪✪✪◖	**50**
DDRMAX	Konami	✪✪✪✪	63
Dead or Alive 2: Hardcore	Tecmo	✪✪✪✪◖	39
Dead to Rights	Namco	✪✪✪	65
Def Jam: Vendetta	EA Sports Big	✪✪✪✪	67
Defender	Midway	✪✪✪◖	62
Deus Ex: The Conspiracy	Eidos	✪✪✪✪◖	56
Devil May Cry	**Capcom**	✪✪✪✪✪	**50**
❹ **Devil May Cry 2**	**Capcom**	✪✪✪	**66**

DO THIS...	...TO UNLOCK
Beat the game with Dante	New duds for Dante
Beat the game with Lucia	New threads for Lucia
Beat the game with both characters	Bloody Palace
Beat Dante Hard mode	Play as Trish
Beat Dante Must Die mode	Old-school Dante clothes
Beat Lucia Must Die mode	Evil Lucia/Purple Lucia

Dino Stalker	Capcom	✪✪✪◖	61
Disaster Report	Agetec	✪✪✪◖	65
Disney Golf	EA Games	✪✪✪✪	61
Disney's PK: Out of the Shadows	Ubi Soft	✪✪◖	63
Disney's Treasure Planet	Sony CEA	✪✪✪◖	64
Donald Duck: Goin' Quackers	Ubi Soft	✪✪✪◖	42
Downforce	Titus	✪✪	57
Dr. Muto	Midway	✪✪◖	63
❻ **Dragon Ball Z: Budokai**	**Atari**	✪✪✪◖	**65**

UNLOCK CELL SIDE STORY To unlock the Cell side story, clear all the episodes in the Android Saga. After that, two new episodes become available that allow you to play as Cell. Now you'll see Cell's Perfection come true—sort of.

UNLOCK FRIEZA SIDE STORY To unlock Frieza's side story, clear all the episodes in the Namekian Saga. You'll unlock two new episodes that let you play as Frieza. Now you will see what happens if Frieza defeated Goku in the series.

UNLOCK VEGETA SIDE QUEST Beat Story mode once and you'll unlock a side quest with Vegeta on Earth. You must defeat the Z-fighters from his perspective.

Dragon Rage	3DO	✪◖	54
Drakan: The Ancients' Gates	Sony CEA	✪✪✪✪	53
Driven	Bam	✪	52
Driving Emotion Type-S	Square EA	✪✪◖	41
Drome Racers	EA Games	✪✪◖	64
Dropship	Bam	✪✪✪✪	57
Dual Hearts	Atlus	✪✪✪	61
Dynasty Tactics	Koei	✪✪✪✪◖	61
Dynasty Warriors 2	Koei	✪✪✪✪	38
Dynasty Warriors 3	Koei	✪✪✪✪	52
Dynasty Warriors 3: Xtreme Legends	Koei	✪✪✪◖	65
Ecco the Dolphin: Defender of the Future	Acclaim	✪✪◖	56
Egg Mania: Eggstreme Madness	Kemco	✪✪◖	61
Endgame	Empire	✪✪	59
Ephemeral Fantasia	Konami	✪◖	49
Escape From Monkey Island	**LucasArts**	★★★★★	**46**
ESPN International Track & Field	Konami	✪✪✪	39
ESPN International Winter Sports 2002	Konami	✪✪✪✪	54
ESPN MLS Extra Time	Konami	✪✪	44
ESPN National Hockey Night	Konami	✪◖	45
ESPN NBA 2Night	Konami	✪✪	42
ESPN NBA 2Night 2002	Konami	✪✪✪	56
ESPN Winter X Games Snowboarding	Konami	✪✪✪	41

GAME	PUBLISHER	SCORE	ISSUE
ESPN Winter X Games Snowboarding 2002	Konami	✪✪✪	53
ESPN X Games Skateboarding	Konami	✪✪✪✪	49
Eternal Ring	Agetec	✪✪	38
Eve of Extinction	Eidos	✪✪◖	56
Everblue 2	Capcom	✪✪✪	66
Evergrace	Agetec	✪✪	39
EverQuest Online Adventures	Sony Online Ent.	✪✪◖	66
Evil Twin	Ubi Soft	✪✪	52
Evolution Skateboarding	Konami	✪✪◖	63
Evolution Snowboarding	Konami	✪	65
Extermination	Sony CEA	✪✪◖	48
Extreme G III	Acclaim	✪✪✪✪	50
F1 2001	**EA Sports**	★★★★★	**52**
F1 2002	EA Sports	✪✪✪✪◖	60
F1 Championship	Ubi Soft	✪✪✪✪	43
F1 Championship Season 2000	EA Sports	✪✪◖	41
Fantavision	Sony CEA	✪✪✪✪	40
Fatal Frame	Tecmo	✪✪✪✪	55
Ferrari F355 Challenge	Sega	✪✪	61
FIFA 2001 Major League Soccer	EA Sports	✪✪✪✪◖	39
FIFA 2002	EA Sports	✪✪✪✪◖	51
FIFA Soccer 2003	**EA Sports**	★★★★★	**63**
Fighter Maker 2	Agetec	✪◖	64
Final Fantasy X	**Square EA**	★★★★★	**53**
Fireblade	Midway	✪✪◖	59
Fisherman's Challenge	Konami	✪✪	67
Forever Kingdom	Agetec	✪◖	53
Formula One 2001	Sony CEA	✪✪◖	50
Freekstyle	EA Sports Big	✪✪✪✪	59
Frequency	Sony CEA	✪✪✪◖	52
Frogger: The Great Quest	Konami	✪◖	53
Fur Fighters: Viggo's Revenge	Acclaim	✪✪✪	46
Gadget Racers	Conspiracy	✪✪✪◖	50
Galerians: Ash	Sammy	✪◖	66
Gallop Racer	Tecmo	✪✪	48
Gauntlet: Dark Legacy	Midway	✪✪✪◖	46
❷ **The Getaway**	**Sony CEA**	✪✪✪✪	**66**

We thought about writing these tips in English vernacular or cockney-rhyming slang, but we decided to make it easy on you.

DOUBLE HEALTH

Enter this during the opening movie: ↑, ↑, ←, ←, →, →, ○, ○, ↓.

FREE ROAM MODE

Complete all the main missions in the game. Then you can tour London without being held back by missions.

ARMORED CAR WEAPON

Enter this code before the title appears (you'll hear a moaning woman if it works): ↑, ↓, ←, →, □, △, ○.

Giants: Citizen Kabuto	Interplay	✪✪✪◖	51
Gitaroo-Man	Koei	✪✪✪◖	53
Godai: Elemental Force	3DO	✪◖	54
Gradius III and IV	Konami	✪✪◖	39
⓭ **Gran Turismo 3: A-spec**	**Sony CEA**	✪✪✪✪✪	**46**

PROFESSIONAL MODE Choose Arcade mode and highlight the the Hard difficulty level. Hold L1 + R1 to change it to Professional.

STAY IN SAME GEAR When in Automatic Gear Shift mode, hold R2 to stay in the same gear. (This is useful if you don't want the automatic shifter changing gears while turning.)

❸ **Grand Theft Auto: Vice City**	**Rockstar**	★★★★★	**63**

Robocops	○, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗
Pedestrians Have Weapons	R2, R1, ⊗, △, ⊗, △, ↑, ↓
Gals Drop Weapons	→, L1, ○, L2, ←, ⊗, R1, L1, L1, ⊗
Media Level Meter	R2, ○, ↑, L1, →, R1, →, ↑, □, △
Hovering Cars	→, R2, ○, R1, L2, □, R1, R2
Strange Wheels	R1, ⊗, △, →, R2, ○, ↑, ↓, □
Double Your Car Speed	R1, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

Grand Theft Auto III	**Rockstar**	★★★★★	**52**
Grandia II	Ubi Soft	✪✪✪◖	53

NHL 2K3

Want to smooch Lord Stanley?

PUCK WITH THESE SLIDERS

If you're going to make a run in the *NHL 2K3* playoffs (you're not playing *NHL 2003*, are you?), you'll need these slider adjustments. After many conversations with hardcore *2K3* gamers, we put together these optimal slider adjustments to keep the game fresh, realistic, and rife with Lord Stanley possibility.

Difficulty	All-Star	**SB recover**	5	**Pass inter**	7
Game speed	3	**Fatigue effect**	3	**Rebound**	5
Pass assist	8	**Fatigue recover**	3	**Shot block**	7
Goalie	4	**Fatigue time**	7	**Puck friction**	3
Offense	6	**Hit power**	3	**Ice friction**	5
Defense	5	**Shot accuracy**	9	**Puck retention**	2
SB effect	4	**Pass accuracy**	2	**Puck control**	5
SB time	5	**Pass speed**	9	**Freeze time**	1

TIPS TO GET YOU TO THE STANLEY CUP FINALS

Now that you've got your sliders sorted, you may need some extra help. Here are tips that'll keep you rolling along—like Todd hopes the St. Louis Blues do—come the first round:

Remember to cycle, cycle, cycle. In *NHL '95*, you could set up one-timer after one-timer. That won't fly here. You'll need to get the puck and pass it into the corner (or dump it in). Then get to the puck and pass it behind the net, and grab it again and pass it to the corner. Sound boring? It's not so bad; it's called grinding and it'll tucker out the defense and give you good opportunities in front of the net for successful one-timers.

If you're not scoring, change your approach. If one-timers aren't working, try deflections. If you're being muscled away from the net, try using your speed on the outside to create opportunities.

Use the Hook button only in desperate times. Of course, you know this, but a reminder never hurts. The best trick is to muscle the offensive player away from the net by shoving him with the Speed Burst and Check buttons at the same time.

Deflections are key. **After shooting most any puck, tap △.** Keep in mind that wrist shots are easier to deflect than slap shots.

The ultimate key to playing defense is **staying between the net and shooter.** It's harder than it sounds, but make an effort to do this every time. Then, when you poke check, your rate of knocking the puck away will increase drastically.

Penalties suck, so don't hook, just outmuscle.

OVERHEARD: "*Vendetta 2* is going to have more story," says Def Jam President Kevin Liles. "Lots more pop-ups, and it'll take you different places."

DEF JAM: VENDETTA

Word! It's every combo for every wrestler!

Proof

SET TRIPPIN' Running Strike (□+➡) + Soft Grapple (□+R1/L1) + Head Submission (⊗)

PROVEN WORTH Hard Grapple (⊗+⬆) + Head Submission (⊗)

CATWALK Soft Grapple (□) + Ground Strike (□)

Tank

KAMIKAZE COMBO Strike Getting Up (hold R1+□) + Hard Irish Whip Grapple (⊗+◎+D-pad toward ropes+⊗) + Hard Grapple (□)

TOKYO TORTURE Hard Grapple (⊗+⬆) + Leg Submission (⊗)

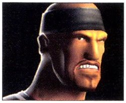
EASTERN EDGE COMBO Soft Grapple (⊗) + Ground Strike (□)

Briggs

DISHONORABLE DISCHARGE Hard Strike (□,➡) + Hard Grapple (⊗+R1/L1) + Head Submission (⊗)

WAR CRY Soft Grapple (□) + Leg Submission (⊗)

FRIENDLY FIRE Running Combo Strike (□+⊗,⊗+□) + Ground Strike (□)

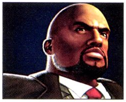


Spider

WIDOWMAKER Soft Corner Grapple (⊗) + Ground Strike (□) + Ground Strike (□)

WEB SPINNER Hard Grapple (□+⬆) + Leg Submission (⊗)

SHOT OF VENOM Hard Strike (□) + Hard Irish Whip Grapple (⊗+◎+D-pad toward ropes+⊗,➡)

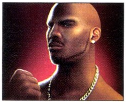


D-Mob

MONEY & POWER Running Combo Strike (□+⊗,➡) + Soft Grapple (□+⬆) + Ground Strike (□)

BELIEVE THE HYPE Close Soft Strike (□,➡) + Combo Strike (□+⊗) + Hard Irish Whip Grapple (⊗+◎+D-pad toward ropes+⊗,➡)

KINGPIN HUSTLE Hard Grapple (□+⬇) + Head Submission (⊗)

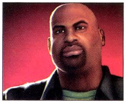


DMX

JUNKYARD DOG Soft Rear Grapple (□) + Ground Strike (□) + Head Submission (⊗)

WHAT'S MY NAME Combo Strike (□+⊗) + Hard Strike (□,➡) + Hard Grapple (□+⬇)

DOG BITE Running Combo Strike (□+⊗,➡) + Ground Strike (□) + Leg Submission (⊗)



Funk Flex

FLEXIN' MUSCLE Hard Strike (□) + Close Soft Strike (□) + Soft Grapple (⊗)

CHILLOUT SESSION Soft Corner Grapple (⊗) + Ground Strike (□) + Combo Strike (□+⊗)

ILL BOMBS Hard Irish Whip Grapple (⊗+◎+D-pad toward ropes+⊗) + Hard Strike (□) + Soft Grapple (□)

Joe Buddens

FOCUS Close Soft Strike (□,➡) + Hard Rear Grapple (⊗) + Running Ground Strike (□)

OFF THE CHAIN Soft Grapple (⊗) + Leg Submission (⊗)

STONE CRAZY Combo Strike (□+⊗) + Running Combo Strike (□+⊗) + Leg Submission (⊗)

Ludacris

DISTURBING THA PEACE Hard Grapple (□+R1/L1) + Head Submission (⊗)

SOUTHERN HOSPITALITY Soft Strike (□,➡) + Hard Rope Grapple (D-pad toward ropes+⊗) + Leg Submission (⊗)

DIRTY SOUTH XPLOSION Hard Strike (□) + Combo Strike (□+⊗) + Running Strike (□)

Method Man

CEREAL KILLER COMBO Close Light Strike (□) + Hard Strike (□) + Light Grapple (□+⬇)

RUN 4 COVER COMBO Hard Grapple (□+⬇) + Ground Strike (□) + Running Combo Strike (□+⊗,➡)

JUST CLOWNIN' COMBO Light Distance Strike (➡) + Hard Strike (□,➡) + Hard Grapple (□+⬆)

Best rap lyric shamefully not made into a special move? DMX rapped, "I'mma have to get you kid, and split your wig wit' the machete. I bring beef to ni**az and string 'em out like spaghetti."

7,808,401 Number of Def Jam rap albums sold in the United States from 2001-2002—third most of any record label.

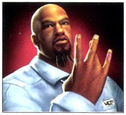
E.A.R.L.: THE AUTOBIOGRAPHY OF DMX Published by HarperEntertainment, this explains why DMX is canine-obsessed.

N.O.R.E.

GRIMEYVILLE BLITZ COMBO Hard Strike (□) + Soft Grapple (⊗+⬇) + Ground Strike (□)
GRIMEY FIGHTIN' COMBO Close Soft Strike (□,➡) + Hard Irish Whip Grapple (⊗+◎+D-pad toward ropes+⊗)
HEAD BUSSA COMBO Strike Getting Up (hold R1+□) + Running Strike (□) + Leg Submission (⊗)

Redman

CREEPING COMBO Close Light Strike (□,➡) + Soft Grapple (□+➡) + Ground Strike (□)
WATCH YO' NUGGETS COMBO Strike Getting Up (hold R1+□) + Hard Strike (□) + Hard Grapple (□+⬆)
SMASH SOMETHIN' COMBO Hard Strike (□,➡) + Hard Corner Grapple (⊗) + Head Submission (⊗)



WC

WEST COAST RIDAH COMBO Hard Strike (□,➡) + Hard Front Grapple (□) + Head Submission (⊗)
WORLDWIDE GUNNING COMBO Running Combo Strike (□+⊗,➡) + Hard Grapple (⊗+⬇) + Leg Submission (⊗)
HIGHLIGHT REEL COMBO Close Soft Strike (□,➡) + Close Soft Strike (□) + Hard Corner Grapple (⊗)

Keith Murray

STREET LIFE COMBO Soft Grapple (□+⬇) + Top Rope Strike (hold ◎, press D-pad toward turnbuckle, then release ◎)
MAKIN' CHANGE COMBO Running Strike (□,➡) + Hard Grapple (⊗+⬇) + Leg Submission (⊗)
FLOSSIN' BEATDOWN COMBO Close Light Strike (□) + Hard Rear Grapple (□) + Head Submission (⊗)

Ghostface Killah

UNTOUCHABLE COMBO Combo Strike (□+⊗) + Hard Grapple (⊗+R1/L1) + Head Submission (⊗)
STONE COLD KILLAH COMBO Strike Getting Up (hold R1+□) + Running Strike (□) + Ground Strike (□)
SOUL CONTROLLER COMBO Distance Soft Strike (□,➡) + Soft Irish Whip Grapple (⊗+◎+D-pad toward ropes+⊗,➡) + Leg Submission (⊗)

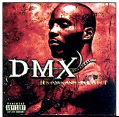
Capone

CAPONE BONE COMBO Distance Soft Strike (□,➡) + Hard Strike (□,➡) + Hard Grapple (⊗+R1/L1)
ILLEGAL LIFE COMBO Running Combo Strike (□+⊗) + Hard Grapple (⊗+R1/L1)
LAWLESSNESS COMBO Soft Grapple (⊗+⬆) + Hard Grapple (⊗+⬇) + Head Submission (⊗)

Scarface

GUESS WHO'S BACK COMBO Close Soft Strike (□,➡) + Hard Rear Grapple (⊗) + Head Submission (⊗)
DIARY OF A MADMAN COMBO Hard Strike (□,➡) + Hard Grapple (⊗+R1/L1) + Head Submission (⊗)
IN MY BLOOD COMBO Running Combo Strike (□+⊗,➡) + Leg Submission (⊗)

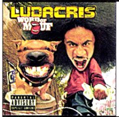
For your listening pleasure There are no lyrics during *Vendetta*'s matches, which is lame. But pack these albums in your player to get the full musical effect while humiliating D-Mob.



DMX: IT'S DARK AND HELL IS HOT (1998)
This is the record Yonkers' Earl Jones spent his life (of crime) trying to make. The vocals are thrashing and attacking. His rhymes are off cadence, speeding up and slowing down, all over Swizz Beats, who became a star after this hit the streets. Standout tracks include "Ruff Ryders Anthem," "Damien," and, of course, "Get At Me Dog," which in 4:03 minutes took hip-hop from Death Row to Def Jam.

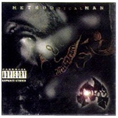
GHOSTFACE KILLAH, IRONMAN (1996)
He won't just mention his childhood housing project, he'll also describe the cracks in the ceiling and the approach of the hand toward his skull. Tracks like "Iron Maiden" and "All That I Got is You" show one of hip-hop's greatest storytellers in action.

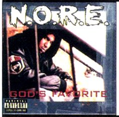
GHOSTFACE KILLAH
IRONMAN



LUDACRIS: WORD OF MOUF (2001)
This, Ludacris' second joint, marries his witty, lazy drawl to crunchy, bouncy beats, creating the party soundtrack of a lifetime. Plus: Just about every song on the album has some kind of PlayStation shout-out.

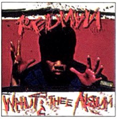
METHOD MAN: TICAL (1994)
On the strength of this record, nearly 25 solo Wu albums would follow. Why? Over the RZA's ominous, riveting beats, Method Man spits clever, angry rhymes that would have you rewinding if the beats didn't keep you glued to your seat. Cuts like "Tical"; "Bring the Pain"; "Meth vs. Chef"; and "All I Need," a razor-sharp RZA remix of the Method-Mary J. Blige joint, make this a five-joystick gem.

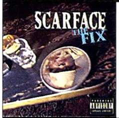




N.O.R.E.: GOD'S FAVORITE (2002)
N.O.R.E. doesn't have to rhyme, his personality—half Big Pun, half Ice Cube—carries these 18 thug dance tracks. The standouts are "Nothin'" and "Grimey," perfect examples of how hardcore rappers can make hit singles without selling out. The beats are by The Neptunes, and Pharell, leader of this incredibly popular two-man crew, has become music's new Prince—this is his *Purple Rain*.

REDMAN: WHUT? THEE ALBUM (1992)
Over thick, funkadelic beats produced by EPMD's Erick Sermon, Newark, New Jersey's favorite stoned uncle lisps his nasal baritone over 21 head bangers—yelling, singing, even dropping Korean. Redman switches styles—gangsta in "I'm a Bad," joker in "How To Roll a Blunt," lover in "Tonight's Da Night"—but thankfully never sounds like anyone else.





SCARFACE: THE FIX (2002)
As part of the Geto Boys, Scarface's rhymes made the suburbs smell the gun smoke of Texas' Fifth Ward. On *The Fix*, he's joined by some of those he's influenced: Nas, Jay-Z, and Beanie Seagal. You can hear the respect in every breath.

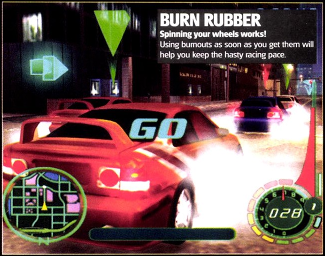
WC: GHETTO HEISMAN (2002)
It could be argued that Snoop Dogg recorded *Paid Tha Cost To Be Da Boss*, his best album in a decade, because he was inspired by his guest appearance on this California OG's first Def Jam record. Gangsta but not posey, WC tells it like it is.

WC
GHETTO HEISMAN

www.midnightclub2.com
Nothing will get you up to go Mach like the thumping beats on this site.

MIDNIGHT CLUB II

Make your career successful



BURN RUBBER

Spinning your wheels works!
Using burnouts as soon as you get them will help you keep the hasty racing pace.

Rockstar's latest hit shelves on April 8. Here are some tips to get you blasting through Career mode as quickly as possible.

THE JERSEY XS IS YOUR FRIEND

When you start playing through Career mode, your car choice is key. Every car you win has different strengths and weaknesses. In L.A., though, you'll need to run with the most powerful piece of kit you have. Always use your most powerful car, but once you've won the Jersey XS, stick with it. It's a bit tail-happy, but you'll learn to deal with it. More important is that it has two boosts in the can, is quick off the mark, and has a high top speed. Use it to finish L.A. It'll even help through the early phases of Paris. After that, think about switching up.

A WORD TO THE WISE

Early on, the bike is fairly useless. It's nice to have during Arcade mode, but when it comes to blasting through the career path and grabbing all the goodies, forget it.

BURNOUT TACTICS

Once you've earned the burnout, always, always use it—and not just for the start of a race, either. If you crash, stop, or even lose a significant amount of speed, use it right away. Squeeze R1 and redline your car to make the most of your acceleration. To get a perfect start, you need to concentrate. Redline the Burnout meter, count out loud with the counter ("Three...two...one"), and as you're saying the beginning of the word "one," let go of R1. Keep the accelerator floored, though—as soon as the counter is done, you'll get traction on the back wheels and lurch forward.

CHECK THE MAP

It sounds like a no-brainer, but keep an eye on the map for more than just the best route—the buildings you can smash through are marked, too. Where are they? They're the pink shapes that aren't the streets. So, watch the map and look for glass walls and doors.

GAME	PUBLISHER	SCORE	ISSUE
Grandia Xtreme	Enix	●●●◐	62
Gravity Games Bike: Street, Vert, Dirt	Midway	◐	61
GTC Africa	Majesco	●●◐	58
Guilty Gear X	Majesco/Sammy	●●●●	51
Guilty Gear X2	Sammy	●●●●	66
Gungrave	Sega	●●●◐	61
Gungriffon Blaze	Working Designs	●●●◐	39
Half-Life	**Sierra**	**★★★★★**	**51**
Harry Potter and the Chamber of Secrets	EA Games	●●●◐	64
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Haven: Call of the King	Midway	●●●◐	64
Headhunter	Acclaim	●●●	57
Herdy Gerdy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●◐	46
Hidden Invasion	Conspiracy	●●●	60
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◐	55
High Heat MLB 2004	**3DO**	**★★★★★**	**67**
Hitman 2: Silent Assassin	Eidos	●●●●◐	63
Hot Shots Golf 3	Sony CEA	●●●●	55
Hot Wheels: Velocity X	THQ	●●◐	64
Hypersonic Xtreme	Majesco	●●◐	67
Ico	**Sony CEA**	**★★★★★**	**50**
Island Extreme Stunts	EA Games	●●●◐	65
Jade Cocoon 2	Ubi Soft	●●●◐	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	**★★★★★**	**52**
James Bond 007: Agent Under Fire	EA Games	●●●●	52
James Bond 007: NightFire	Activision	●●●●◐	64
James Cameron's Dark Angel	Sierra	●●	65
Jeremy McGrath Supercross World	Acclaim	●	53
Jet X20	Sony CEA	●●	63
Jonny Moseley Mad Trix	3DO	●◐	54
Kelly Slater's Pro Surfer	Activision	●●●◐	61
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◐	50
The King of Route 66	Sega	●●●	67
King's Field: The Ancient City	Agetec	●●	55
⑭ **Kingdom Hearts**	**Square EA**	●●●●◐	**61**

UP FOR AN ALTERNATE ENDING? Try this: Beat the game with all keyholes, 99 dalmatians, all of Ansem's reports, and the Hades Cup.

GAME	PUBLISHER	SCORE	ISSUE
Klonoa 2: Lunatea's Veil	EA Games	●●●●◐	47
Knockout Kings 2001	EA Sports	●●●●	42
Knockout Kings 2002	EA Sports	●●●●	55
Le Mans 24 Hours	Infogrames	●●◐	48
Legaia 2: Duel Saga	Fresh Games	●●●	63
The Legend of Alon D'ar	Ubi Soft	●◐	54
Legends of Wrestling	Acclaim	●●◐	53
Legends of Wrestling II	Acclaim	●●●	65
Legion: The Legend of Excalibur	Midway	●●●	59
Lego Racers 2	Lego Media	●●◐	51
Lethal Skies	Sammy	●●●	58
The Lord of the Rings: Fellowship of the Ring	Black Label	●●●◐	63
⑫ **The Lord of the Rings: The Two Towers**	**EA Games**	●●●●◐	**63**

GAME WINNER You'll have to beat the game to use these codes. Once you do, start a mission, pause, and hold L1, L2, R1, and R2 while pressing the following buttons:

Always Devastating	□, □, ○, ○
Small Enemies	△, △, ✕, ✕
All Upgrades	△, ○, △, ○
Invulnerability	△, □, ✕, ○
Slo-Mo	△, ○, ✕, □
Infinite Missiles	□, ○, ✕, △

GAME	PUBLISHER	SCORE	ISSUE
Mad Maestro!	Eidos/Fresh	●●●	56
Madden NFL 2001	EA Sports	●●●●◐	38
Madden NFL 2002	EA Sports	●●●●◐	48
⑦ **Madden NFL 2003**	**EA Sports**	**★★★★★**	**60**

CHEAT TO MAKE IT BIG

Look, we know the minicamps can be gruesome, especially if you're aiming to unlock the likes of Barry Sanders, John Elway, and Deion Sanders. But try this cheat to make the process easier.

- Turn off auto save.
- Save your rosters as Cheat.
- Go to the Cheat rosters and edit the players that do the minicamps. In the case of the Ground Attack, raise Emmitt Smith's stats to 99, then lower the defensive players' ratings (Dat Nguyen and Roy Williams).
- Load Cheat rosters and serve.

GAME	PUBLISHER	SCORE	ISSUE
The Mark of Kri	Sony CEA	●●●	59
Marvel vs. Capcom 2	Capcom	●●●●	61
Mat Hoffman's Pro BMX 2	Activision	●●●●	60
⑪ **Max Payne**	**Rockstar**	●●●●	**53**

EIGHT PAINKILLER PILLS

Press Start to pause, then press L1, L2, R1, R2, △, ○, ✕, □.

ALL WEAPONS AND FULL AMMUNITION

Pause the game and press L1, L2, R1, R2, △, ○, ✕, □.

UNLIMITED BULLET TIME

Enter this code at the Pause screen: L1, L2, R1, R2, △, ✕, ✕, △.

GAME	PUBLISHER	SCORE	ISSUE
Maximo: Ghosts to Glory	Capcom	●●●◐	54
MDK2 Armageddon	Interplay	●●●◐	45
Medal of Honor: Frontline	**EA Games**	**★★★★★**	**58**
Men in Black II: Alien Escape	Infogrames	●●◐	60
Metal Gear Solid 2	**Konami**	**★★★★★**	**51**
Metal Gear Solid 2: Substance	**Konami**	**★★★★★**	**67**
Metropolismania	Natsume	●●●	61
Midnight Club	**Rockstar**	●●●●	**39**
Midnight Club II	**Rockstar**	**★★★★★**	**67**
Mike Tyson Heavyweight Boxing	Codemasters	●	58
Minority Report	Activision	●●◐	65
Mister Mosquito	Eidos/Fresh	●●●◐	56
MLB 2004	Sony CEA	●●●	67
MLB Slugfest 20-03	Midway	●●●●	59
MLB Slugfest 20-04	Midway	●●●●	67
Mobile Suit Gundam: Federation vs. Zeon	Bandai	●●●◐	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Monopoly Party	Infogrames	●●●	65
Monster Rancher 3	Tecmo	●●●●	50
Monsters, Inc.	Sony CEA	●●●◐	55
⑨ **Mortal Kombat: Deadly Alliance**	**Midway**	●●●●	**64**

BLAZE AND MOKAP Beat all 218 Konquest missions to unlock Blaze and Mokap. To select Blaze, highlight Raiden in the Character Select screen and hit ⬇+✕. To select Mokap, highlight Cyrax and hit ⬇+✕.

GAME	PUBLISHER	SCORE	ISSUE
MotoGP	Namco	●●●●	39
MotoGP2	Namco	●●●●◐	53
MotoGP3	Namco	●●●●◐	67
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal	●◐	52
MVP Baseball 2003	EA Sports	●●●◐	67
MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◐	52
MX Superfly Featuring Ricky Carmichael	THQ	●●●◐	59
My Street	Sony CEA	●●●	67
Myst III: Exile	Ubi Soft	●●●◐	63
Mystic Heroes	Koei	●●◐	64
Namco Museum	Namco	●●●◐	53
NASCAR 2001	EA Sports	●●◐	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◐	51
NASCAR Thunder 2003	EA Sports	●●●●◐	62
NASCAR: Dirt to Daytona	Infogrames	●●●◐	63
NBA 2K2	**Sega Sports**	**★★★★★**	**53**
NBA 2K3	**Sega Sports**	**★★★★★**	**63**
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◐	51
⑮ **NBA Live 2003**	**EA Sports**	●●●●	**63**

HIP-HOP HOOPSTERS Some hot rappers are in this game. Try this!

1) From the Main menu, select Roster Management.
2) Select Create Player.
3) Select Bio.
4) In the Last Name field, enter one of these codes:

Busta	**FLIPMODE**
Fabolous	**GHETTOFAB**
DJ Clue	**MIXTAPES**
Hot Karl	**CALIFORNIA**

NBA STREET CHEAT: Go to the User Record box on the User ID screen, then quickly hold R2 and press Up, Up, Right, Right, ⊗.

DID YOU KNOW? You can choose alternate character costumes in *Budokai's* Duel, World Tournament, or Practice modes by pressing the ◎ button instead of ⊗.

GAME	PUBLISHER	SCORE	ISSUE

Just Blaze	**GOODBEATS**
B. Rich	**DOLLABILLS**

5) Press ⊗.

6) You'll get a confirmation overlay if you entered the code correctly.

7) Go to the Free Agent pool. You'll have to release a player from your team to add these artists.

GAME	PUBLISHER	SCORE	ISSUE
NBA ShootOut 2001	Sony CEA	★★½	44
NBA ShootOut 2003	Sony CEA	★★★	63
NBA Starting Five	Konami	★★½	63
NBA Street	**EA Sports Big**	★★★★★	**47**
NCAA College Basketball 2K3	Sega Sports	★★★★	64
NCAA College Football 2K3	Sega Sports	★★½	60
NCAA Final Four 2001	Sony CEA	★	41
NCAA Final Four 2002	989 Sports	★½	52
NCAA Final Four 2003	Sony CEA	★★½	64
NCAA Football 2002	EA Sports	★★★★½	48
NCAA Football 2003	**EA Sports**	★★★★★	**60**
NCAA GameBreaker 2001	Sony CEA	★½	41
NCAA GameBreaker 2003	Sony CEA	★★	61
NCAA March Madness 2002	EA Sports	★★★	53
NCAA March Madness 2003	EA Sports	★★★	64
Need for Speed: Hot Pursuit 2	**EA Games**	★★★★★	**62**
NFL 2K2	**Sega Sports**	★★★½	**52**
NFL 2K3	Sega Sports	★★★★½	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★½	60
NFL GameDay 2001	Sony CEA	★	40
NFL GameDay 2002	Sony CEA	★½	53
NFL GameDay 2003	Sony CEA	★★½	61
NFL Quarterback Club 2001	Acclaim	★★½	50
NHL 2001	EA Sports	★★★★	38
NHL 2002	EA Sports	★★★★½	50
NHL 2003	EA Sports	★★★½	63
NHL 2K3	**Sega Sports**	★★★★★	**64**
NHL FaceOff 2001	Sony CEA	★★★½	43
NHL FaceOff 2003	Sony CEA	★★	64
NHL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★½	62
Ninja Assault	Namco	★★½	61
No One Lives Forever	Sierra	★★★½	56
Okage: Shadow King	Sony CEA	★★★	51
Oni	Rockstar	★½	43
Onimusha: Warlords	**Capcom**	★★★★	**43**
Onimusha 2: Samurai's Destiny	Capcom	★★★★	60
Orphen: Scion of Sorcery	Activision	★★★	39
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★½	54
PaRappa the Rapper 2	Sony CEA	★★★½	53
Paris-Dakar Rally	Acclaim	★★	53
Pirates: The Legend of Black Kat	EA Games	★★★½	55
Portal Runner	3DO	★★	50
The Powerpuff Girls: Relish Rampage	Bam	★★	65
Pride FC	THQ	★★★★	65
Pro Race Driver	Codemasters	★★★★½	65
Project Eden	Eidos	★★★½	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	★★½	60
P.T.O. IV	Koei	★★★	66
Q-Ball Billiards Master	Take 2	★★★½	40
Quake III Revolution	EA Games	★★★★½	44
Rally Fusion: Race of Champions	Activision	★★★	64
Ratchet & Clank	**Sony CEA**	★★★★★	**63**
Rayman 2: Revolution	**Ubi Soft**	★★★★★	**41**
Rayman 3: Hoodlum Havoc	Ubi Soft	★★★½	67
Rayman Arena	Ubi Soft	★★★½	57
RC Revenge Pro	Acclaim	★★½	41
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★½	40
Red Card Soccer 20-03	Midway	★★★	57
Red Faction	**THQ**	★★★★★	**46**
Red Faction II	THQ	★★★★	63
Reign of Fire	Bam	★★★½	63
Resident Evil–Code: Veronica X	**Capcom**	★★★★½	**48**
Rez	Sega	★★★★½	53
Ridge Racer V	Namco	★★★★½	38
Riding Spirits	Bam	★★★½	61
Ring of Red	Konami	★★★★	43
RLH: Run Like Hell	Interplay	★★★	62
Road Trip	Conspiracy	★★★★	61
Rocky	Ubi Soft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★½	62
Romance of the Three Kingdoms VII	Koei	★★½	60
Rugby	EA Sports	★★★½	48
Rumble Racing	EA Games	★★★★½	45
Rune: Viking Warlord	Take 2	★★½	48
Rygar: The Legendary Adventure	Tecmo	★★★★½	64
Salt Lake 2002	Eidos	★★½	55
Savage Skies	Bam	★★★	56
Scooby-Doo: Night of 100 Frights	THQ	★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62
Seek and Destroy	Conspiracy	★★★½	66
Sega Bass Fishing Duel	Sega	★★★	62
Sega Soccer Slam	Sega Sports	★★	62
Sega Sports Tennis	Sega Sports	★★★★½	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★½	43
Shadow Man: 2econd Coming	Acclaim	★★	57
Shaun Palmer's Pro Snowboarder	Activision	★★½	52
Shifters	3DO	★	58
Shinobi	Sega	★★★½	63
Shox	EA Sports Big	★★★½	63
Shrek Super Party	TDK Mediactive	★★½	64
Silent Hill 2	**Konami**	★★★★½	**50**
Silent Scope	Konami	★★★	39
Silent Scope 2	Konami	★★★½	49
Silent Scope 3	Konami	★★★½	62
Silpheed: The Lost Planet	Working Designs	★★★½	40
The Simpsons: Road Rage	**EA Games**	★★★	**52**
The Simpsons Skateboarding	EA Games	★½	64
❶ **The Sims**	**EA Games**	★★★★	**65**

YOU BIG CHEATER

At the Main Menu screen, press all four shoulder buttons at once. It'll pull up the Cheat menu. From there, enter these codes for the following unlocks:

MIDAS	All 2P games, all locked objects, and all locked skins
FREEALL	Makes all objects cost zero Simoleans
PARTY M	Party Motel two-player game
SIMS	Play The Sims mode opened without going through the Get a Life Dream House

GAME	PUBLISHER	SCORE	ISSUE
Sky Gunner	Atlus	★★★½	58
Sky Odyssey	Activision	★★★	40
Sled Storm	EA Big	★★★½	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	★★★★★	**62**
Smash Court Tennis Pro Tournament	Namco	★★★½	56
Smuggler's Run	**Rockstar**	★★★★½	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★½	52
Soccer America: International Cup	Hot-B	★★	48
Soccer Mania	EA/Lego	★★★½	59
❺ **SOCOM: U.S. Navy SEALs**	**Sony CEA**	★★★★★	**60**

UNLOCK LEVEL SELECT Beat the game on the Lieutenant Junior Grade rank to unlock the Level Select option.

UNLOCK THE MULTIPLE GRENADE LAUNCHER To unlock the MGL (Multiple Grenade Launcher), just beat the game three times.

USE TERRORIST WEAPONS Beat the game with an Ensign rank.

GAME	PUBLISHER	SCORE	ISSUE
Soldier of Fortune	Majesco	★★★	52
Soul Reaver 2	Eidos	★★★	52
Space Race	Infogrames	★★½	59
Spider-Man	Activision	★★★★½	57
Splashdown	Infogrames	★★★★	52
Spy Hunter	**Midway**	★★★★½	**50**
Spyro: Enter the Dragonfly	Vivendi Universal	★★★	64
SSX	**EA Sports BIG**	★★★★★	**38**
SSX Tricky	**EA Sports BIG**	★★★★★	**52**
Star Trek Voyager: Elite Force	Majesco	★★½	53
Star Wars Bounty Hunter	LucasArts	★★★	64
Star Wars The Clone Wars	LucasArts	★★★	65
Star Wars Episode I–Super Bombad Racing	LucasArts	★★	45
Star Wars Jedi Starfighter	LucasArts	★★★½	56

DRAGON BALL Z: BUDOKAI

Making your life *that* much easier

As you've realized by now, finding and unlocking everything in Budokai *isn't easy. Here are some necessary pointers:*

Don't let him take all your Zenie!

Feel free to taunt heavily.

POPO'S SHOP

Tired of buying capsule after capsule in search of that one you *really* need? Here's a dodgy way to save your Zenie: Go into Popo's shop and make sure you don't need the recommended capsule (you can check if you already have it by highlighting it and pressing ☐—if it says "new," then you don't have it). If you don't need it, press △ to exit the shop. Now, go back into the shop and there'll be a new recommended capsule available. This happens *every* time you do this. It may take a while to get to the one you're looking for, but we think it's worth it.

BREAKTHROUGH CAPSULES

You can cheat the system with Breakthrough Capsules, too. Before you see the Breakthrough Capsules choices, pull out your memory card. If your preferred character is not on the list, pick another one. The system will try to save your choice, but it won't be able to (long live the memory card pull!). You'll then have the option to plug in a card and save, or exit out. Choose to exit and you'll see a farewell animation. The cool part is, you'll then be brought back to the Dragon Ball Skills List, where you'll find all seven balls on your list. Repeat this until you find your desired character. Booyah!

QUICKER TAUNTS

Normally, you'll have to press Punch + Kick + Guard + Ki Blast to taunt the other player, which can be a total hassle. In the Options menu, you can map this Taunt button combo to one of the controller buttons. This can be all kinds of handy; for every taunt, your enemy's Ki gauge will diminish by one level.

ACQUIRING THE GREAT SAIYAMAN

- Beat the World Tournament on Novice.
- Go to Popo's shop and buy the recommended capsule—it'll be an Adept mode for the World Tournament.
- Beat the Adept mode, then go back to Popo's shop to purchase the Advanced mode for the World Tournament.
- Once you beat Advanced, the Great Saiyaman will be available.
- Pick Gohan. One of the choices will now be the Great Saiyaman!

WIN ▶ 0
WIN ▶ 0
5
3
Gt.SAIYAMAN
RADITZ
7 HIT!

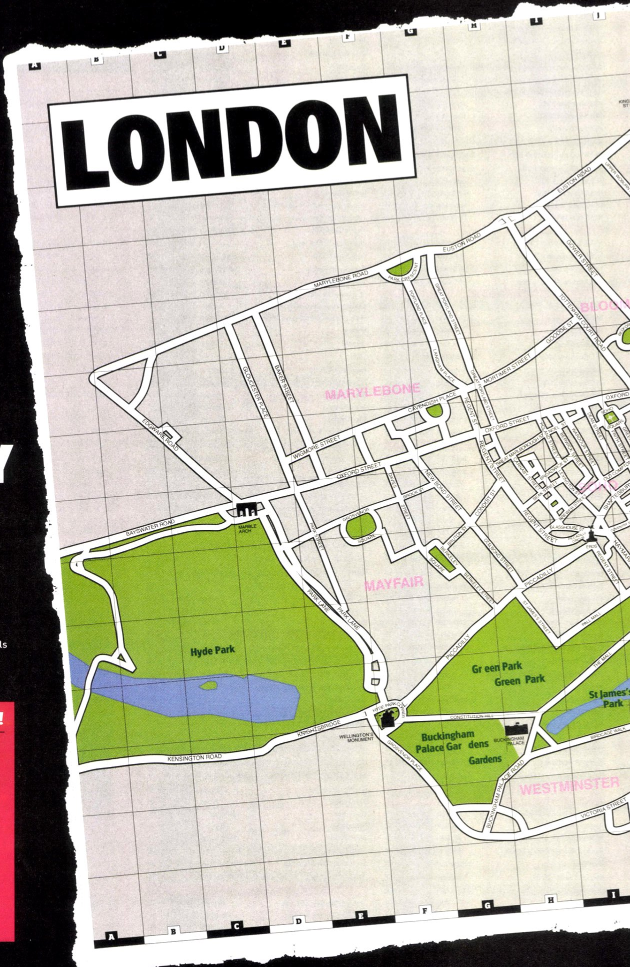
He may not have the biggest role in the game, but he's in there.

★★★★

> "There is brutality portrayed in *The Getaway* that will shock some of you with its dispassionate nature."

THE GETAWAY

The map you can't find outside of Rand McNally


LONDON
A
B
C
D
E
F
G
H
I
J
EUSTON ROAD
MARYLEBONE ROAD
PARK CRESCENT
PORTLAND PLACE
GREAT PORTLAND STREET
GOWER STREET
TOTTENHAM COURT ROAD
GOODGE ST
MORTIMER STREET
LANGHAM PLACE
BLOOMSBURY
MARYLEBONE
GLOUCESTER PLACE
BAKER STREET
EDGWARE ROAD
CAVENDISH PLACE
REGENT ST
OXFORD STREET
WIGMORE STREET
GREAT MARLBOROUGH ST
POLAND STREET
NOEL ST
BERWICK STREET
WARDOUR STREET
DEAN STREET
SOHO SQUARE
FRITH STREET
CARNABY STREET
BROADWICK ST
LEXINGTON ST
BEAK STREET
BREWER STREET
OLD COMPTON
SHAFTESBURY
SOHO
GLASSHOUSE ST
PICCADILLY CIRCUS
EROS
COVENTRY ST
HAYMARKET
REGENT STREET
NEW BOND STREET
CONDUIT ST
DAVIES STREET
BROOK ST
GROSVENOR SQUARE
BRUTON ST
BERKELEY SQUARE
BERKELEY STREET
OLD BOND STREET
PICCADILLY
ST JAMES'S STREET
PALL MALL
THE MALL
MARBLE ARCH
BAYSWATER ROAD
PARK STREET
PARK LANE
MAYFAIR
Hyde Park
Green Park
St James's Park
HYDE PARK CORNER
CONSTITUTION HILL
WELLINGTON'S MONUMENT
KNIGHTSBRIDGE
KENSINGTON ROAD
GROSVENOR PLACE
Buckingham Palace Gardens
BUCKINGHAM PALACE
BIRDCAGE WALK
BUCKINGHAM PALACE ROAD
WESTMINSTER
VICTORIA STREET

Map Quest

EVERY LAST INCH

The map here shows the entire area of London that is covered in *The Getaway*. Every street you see here is modeled in spectacular detail. From the traffic signals to the markings on the road, from storefronts to major landmarks...everything is present.

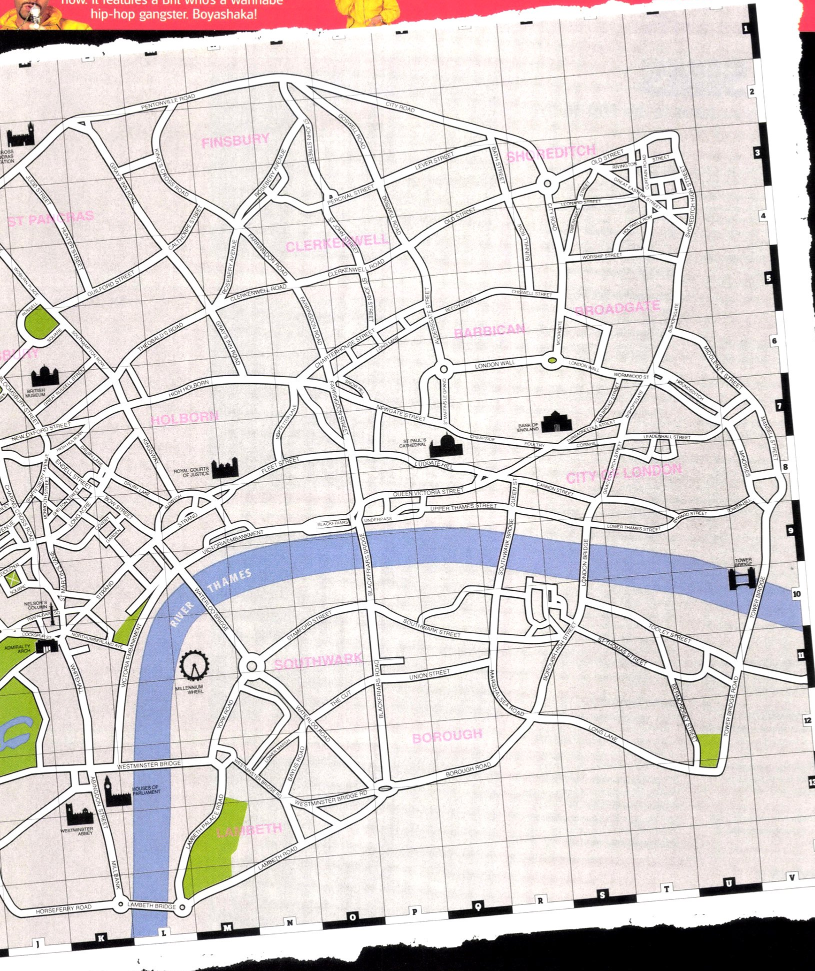
Learn to speak English!

HAVING TROUBLE UNDERSTANDING?
English people say things differently—especially when they say it with a cockney accent, as heard in *The Getaway*. Played the game and don't *really* understand what's being said? Refer to this handy chart.

Copper = Policeman
Bird = Young Lady
Tart = Prostitute
The Filth = The Police
Claret = Blood
On the game = Hooker
Topper = Hitman

Who's your favorite Englishman? Comedian Eddie Izzard, Footie king David Beckham, *OPM*'s own John Davison, or Prime Minister Tony Blair? Vote at opm@ziffdavis.com.

NO DIGGITY If you haven't checked out HBO's massive new humor, *Da Ali G Show*, do so now. It features a Brit who's a wannabe hip-hop gangster. Boyashaka!


FINSBURY
SHOREDITCH
ST PANCRAS
CLERKENWELL
BROADGATE
BARBICAN
HOLBORN
CITY OF LONDON
SOUTHWARK
BOROUGH
LAMBETH
RIVER THAMES
PENTONVILLE ROAD
CITY ROAD
KING'S CROSS ROAD
GRAY'S INN ROAD
JUDD STREET
HUNTER STREET
ST JOHN STREET
GOSWELL ROAD
ROSEBERY AVENUE
LEVER STREET
BATH STREET
OLD STREET
PERCIVAL STREET
CALTHORPE STREET
FARRINGDON ROAD
CLERKENWELL ROAD
GUILFORD STREET
WOBURN PLACE
RUSSELL SQUARE
SOUTHAMPTON ROW
THEOBALD'S ROAD
BRITISH MUSEUM
GREAT RUSSELL STREET
BLOOMSBURY STREET
NEW OXFORD STREET
HIGH HOLBORN
KINGSWAY
DRURY LANE
ENDELL STREET
SHAFTESBURY AVENUE
CHARING CROSS ROAD
LONG ACRE
BOW STREET
COVENT GARDEN
ALDWYCH
STRAND
ROYAL COURTS OF JUSTICE
FLEET STREET
FETTER LANE
CHARTERHOUSE STREET
LONG LANE
SNOW HILL
FARRINGDON STREET
NEWGATE STREET
ALDERSGATE STREET
ST MARTIN'S LE GRAND
BEECH STREET
CHISWELL STREET
BUNHILL ROW
MOORGATE
LONDON WALL
WORMWOOD ST
BISHOPSGATE
OLD BROAD STREET
THREADNEEDLE STREET
BANK OF ENGLAND
ST PAUL'S CATHEDRAL
CHEAPSIDE
POULTRY
CORNHILL
LEADENHALL STREET
LUDGATE HILL
QUEEN VICTORIA STREET
UPPER THAMES STREET
CANNON STREET
QUEEN ST
GRACECHURCH STREET
LOWER THAMES STREET
BYWARD STREET
TOWER HILL
MINORIES
MANSELL STREET
MIDDLESEX STREET
HOUNDSDITCH
WORSHIP STREET
TABERNACLE STREET
LEONARD STREET
HOLYWELL ROW
GREAT EASTERN STREET
RIVINGTON STREET
CURTAIN ROAD
SHOREDITCH HIGH STREET
BLACKFRIARS
UNDERPASS
VICTORIA EMBANKMENT
BLACKFRIARS BRIDGE
SOUTHWARK BRIDGE
LONDON BRIDGE
TOWER BRIDGE
WATERLOO BRIDGE
STAMFORD STREET
SOUTHWARK STREET
TOOLEY STREET
ST THOMAS STREET
BOROUGH HIGH STREET
UNION STREET
BLACKFRIARS ROAD
THE CUT
WATERLOO ROAD
MARSHALSEA ROAD
LONG LANE
BERMONDSEY STREET
TOWER BRIDGE ROAD
BOROUGH ROAD
YORK ROAD
LOWER MARSH
BAYLIS ROAD
WESTMINSTER BRIDGE ROAD
WESTMINSTER BRIDGE RD
WESTMINSTER BRIDGE
LAMBETH PALACE ROAD
LAMBETH ROAD
LAMBETH BRIDGE
MILLBANK
HORSEFERRY ROAD
ABINGDON STREET
HOUSES OF PARLIAMENT
WESTMINSTER ABBEY
WHITEHALL
NORTHUMBERLAND AVE
ADMIRALTY ARCH
COCKSPUR ST
TRAFALGAR SQ
NELSON'S COLUMN
ST MARTIN'S LANE
LEICESTER SQUARE
MILLENNIUM WHEEL
1
2
3
4
5
6
7
8
9
10
11
12
13
14
J
K
L
M
N
O
P
Q
R
S
T
U
V

REPLAY

If you can't live your life well, at least live your Sim's life properly.

SO YOU WANNA BE A GANGSTA?
In order to unlock the criminal career path in all modes of *The Sims*, prevent a thief from getting away in Get a Life mode. It helps to have a burglar alarm system installed.

THE SIMS

Showing you how to be Hot to Trot

Goals

1. Throw a Raging Party by calling a bunch of friends, inviting them over, and then getting the average Mood of the group between one and two green Mood bars.
2. Increase House Value from $46,050 to $48,050.
3. Get promoted to Career Level 6 and then to Level 7.
4. Try to "score" with a party guest.

Hidden Skins

CANDY Make friends with Candy to unlock her tiger-striped skirt.

DEBBIE Make friends with Debbie to unlock her genie blouse.

GINGER Make friends with Ginger to unlock her cat-eye sunglasses.

MAY Make friends with May to unlock her bell-bottom jeans.

PAMELA Make friends with Pamela to unlock her dyed-ends hair style.

PETER Make friends with Peter to unlock his striped sweater.

RANDY Make friends with Randy to unlock his snazzy gold-rimmed sunglasses.

ROD Make friends with Rod to unlock his cowboy shirt.

THOMAS THIMBLEWIT Make friends with Thomas Thimblewit to unlock his top hat.

THERESA THIMBLEWIT Make friends with Theresa Thimblewit to unlock her geisha hair style.

WOODY Make friends with Woody to unlock his lightning-bolt sunglasses.

ZIGGY Make friends with Ziggy to unlock his stylin' cornrows hair style.

Tips & Tricks

GUEST LIST There are two groups of party guests for this house: one of all males and one of all females. The guests that come to the house are always the opposite sex of your Sim. Telephone them by placing a call to the Party Guys or Party Girls families (only one will be available at any given time).

WORKING FOR THE WEEKEND You'll need to get two promotions and improve the house before you can "score" with one of your roommate's friends. Complete those goals before attempting to "score."

GET A JOB ALREADY Your new roommate will be unemployed. Get him or her a job, and then get them promoted. Your Sim gets all the excess cash when the roomie moves to the next house. Roommates will also study skills, and don't have a career ceiling limiting their income.

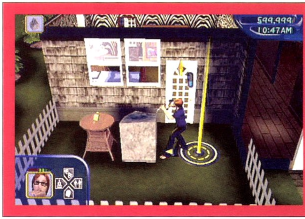
BUZZ KILL The landlord, Malcolm Landgrabb, will shut down any parties you try to throw before you improve the house value. Don't party before you fix up the house.

SOUND ADVICE The promotion to Career Level 6 unlocks the sonic shower. If you can afford to, replace all showers and tubs in the house with the sonic shower, since it provides outstanding levels of comfort and hygiene in a short amount of time.

EAT TO THE BEAT Great parties start with great food. Instead of sending your new roommate to work, concentrate on making him or her study cooking. When you are ready to throw a party, have the roommate cook. The great-tasting food will make party guests happier, which makes throwing a good party easier. For great food, refurbish the kitchen with the best appliances you can afford.

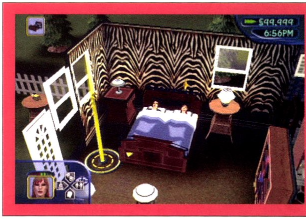
Unlocks

SONIC SHOWER - Get promoted to Level 6
CARVING BLOCK - Get promoted to Level 7
LOVE BED - Increase house value from $46,050 to $48,050
CLUB ABHI TWO-PLAYER GAME - Throw a raging party.
THE PARK (BEGGARS' BANQUET) TWO-PLAYER GAME - Greet and feed Bobo the Bum, a homeless character who wanders the neighborhood.
WURL 'N' HURL JUKEBOX - Finish the level in 8 days or less.



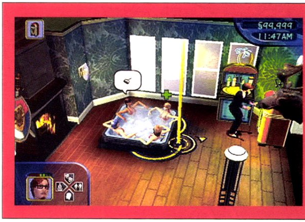
High Art

Your Sim's promotion to Career Level 7 will unlock the Artists' Block, a creative skill object. Not only is this object a great way to keep the fun motive up while improving your Sim's creative skill, but finished sculptures can also be sold for a tidy profit. Plus, the sculptures have high room-score values.



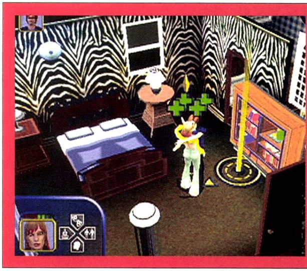
Just Friends, Honest

To save money and space, your Sim and his or her roommate can share the same bed. Just get their Relationship level high enough and they'll agree to split the bed.



Rage Gauge

The Raging Party goal is a little harder to satisfy in the Hot to Trot house than in the Party Animals house. Buy better objects to keep visitors' moods up. Rule of thumb: hot tub, hot tub, hot tub!



Risky Business

In order to "score" with a party guest, you'll need to be in love with them. To fall in love, get their Relationship level very high, and then make sure they have a romantic interaction. To get the Relationship high, try hugging a lot. Then try a backrub, flirting, or even a kiss. You will know two Sims are in love when red hearts appear over their heads; then you can "Try and Score." Be careful, though—attempting to score with a Sim who isn't ready for it can have a devastating effect on your relationship.

Is it more fun to create your own Sim and live the good life, or burn down the kitchen and watch them scream? Yeah, same here.

TONY HAWK 4
To unlock everything, type in watch_me_xplode in the Cheat menu.

100% Finish every last thing in *Vice City* and you'll score the funniest unlockable of all: this T-shirt.

GAME	PUBLISHER	SCORE	ISSUE
Star Wars Racer Revenge	LucasArts	★★★★½	55
Star Wars Starfighter	**LucasArts**	★★★★½	**43**
State of Emergency	Rockstar	★★★	55
Stitch: Experiment 626	Sony CEA	★★½	59
Street Fighter EX 3	Capcom	★★★½	39
Street Hoops	Activision	★★★½	60
Stretch Panic	Conspiracy	★★★½	47
Stuntman	Infogrames/Atari	★★★	59
Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★	63
Summoner	THQ	★★★	39
Summoner 2	THQ	★★★½	62
Sunny Garcia Surfing	Ubi Soft	★★★½	51
Super Bust-A-Move	Acclaim	★★★	41
Super Bust-A-Move 2	Ubi Soft	★★★½	63
Supercar Street Challenge	Activision	★★½	52
Superman: Shadow of Apokolips	Atari	★★★½	63
Surfing H30	Rockstar	★★	40
Swing Away Golf	EA Games	★★★	38
Tarzan: Untamed	Ubi Soft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60
Tekken 4	Namco	★★★½	61
Tekken Tag Tournament	**Namco**	★★★★½	**39**
Tenchu: Wrath of Heaven	Activision	★★★	67
The Terminator: Dawn of Fate	Atari	★★½	63
Test Drive	Infogrames	★★★½	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★½	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55
Tiger Woods PGA Tour 2003	EA Sports	★★★★½	63
Time Crisis 2	Namco	★★★★	49
TimeSplitters	**Eidos**	★★★★★	**39**
TimeSplitters 2	**Eidos**	★★★★★	**63**
Tokyo Xtreme Racer Zero	Crave	★★½	45
⑩ **Tom Clancy's Ghost Recon**	**Ubi Soft**	★★★½	**65**

SUPERMAN

At the Pause menu, enter L1, R2, L2, R1, Select.

UNLOCK ALL MISSIONS

At the Title screen, enter ⊗, L2, △, R2, Select.

UNLOCK ALL SPECIAL FEATURES

At the Title screen, enter L1, L2, R1, R2, ⊗, Select.

GAME	PUBLISHER	SCORE	ISSUE
Tony Hawk's Pro Skater 3	**Activision**	★★★★★	**51**
Tony Hawk's Pro Skater 4	**Activision**	★★★★★	**63**
Top Angler	Xicat	★★★½	57
Top Gear Dare Devil	Kemco	★★★½	41
Top Gun: Combat Zones	Titus	★★★	50
Total Immersion Racing	Empire	★	66
Transworld Surf	Infogrames	★★★½	57
Tribes: Aerial Assault	Sierra	★★★½	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45
Tsuganai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★½	62
Twisted Metal: Black	**SCEA**	★★★★★	**47**
Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★½	58
Unison	Tecmo	★★★½	44
Unreal Tournament	Infogrames	★★½	40
V-Rally 3	Infogrames	★★★★½	64
Vampire Night	Empire	★★½	52
Vexx	Acclaim	★★	67
Victorious Boxers	Empire	★★★½	51
Virtua Fighter 4	**Sega**	★★★★★	**55**
War Jetz	3DO	★★½	48
War of the Monsters	**Sony CEA**	★★★★★	**64**
Warriors of Might & Magic	3DO	★★½	44
Wave Rally	Eidos	★½	53
Way of the Samurai	Bam	★★★½	59
Whirl Tour	Vivendi Universal	★★	63
Whiteout	Konami	★	65
Wild Arms 3	Sony CEA	★★★½	62
Wild Wild Racing	Interplay	★★★	39
Winback	Koei	★★★★	43
Wipeout Fusion	Bam	★★★★½	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park	Dreamcatcher	★★★	57
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Series Baseball 2K3	Sega Sports	★★★★	67
World Soccer: Winning Eleven 6 Int'l	**Konami**	★★★★★	**67**
World Tour Soccer 2002	Sony CEA	★★★★	53
World Tour Soccer 2003	Sony CEA	★★★★	65
WRC: World Rally Championship	**Bam**	★★★★★	**57**
Wreckless: The Yakuza Missions	Activision	★★	63
WTA Tour Tennis	Konami	★	57
WWE SmackDown!: Shut Your Mouth	THQ	★★½	64
WWF SmackDown!: Just Bring It	**THQ**	★★★½	**52**
X-Men: Next Dimension	Activision	★★★★½	64
X Squad	EA Games	★★★½	38
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	★★★★	66
Yanya Caballista: City Skater	Koei	★★★½	49
Yu-Gi-Oh!: The Duelists of the Roses	Konami	★★½	67
Zapper	Infogrames	★★½	64
Z.O.E: Zone of the Enders	Konami	★★★★½	44

PS1 TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	★★★	41
3Xtreme	989 Studios	★	21
40 Winks	GT Interactive	★★★★	28
102 Dalmatians: Puppies to the Rescue	Eidos	★★★½	41
2002 FIFA World Cup	EA Sports	★★★★	58
A Bug's Life	**Sony CEA**	★★	**15**
Ace Combat 2	**Namco**	★★★★★	**1**
Ace Combat 3: Electrosphere	Namco	★★★	31
Aces of the Air	Agetec	½	64
Action Bass	Take 2	★★	37
Action Man: Operation Extreme	Hasbro	★★★	41
Akuji the Heartless	Crystal Dynamics	★★★	18
Aladdin in Nasira's Revenge	Sony CEA	★★	45
Alexi Lalas International Soccer	Rockstar	★	23
Alien Resurrection	Fox Interactive	★★★	38
All-Star Slammin' D-ball	Agetec	★★½	56
Alone in the Dark: The New Nightmare	Infogrames	★★★★	47
Alundra	Working Designs	★★★★½	4
Alundra 2	Activision	★★★	32
The Amazing Virtual Sea-Monkeys	Conspiracy	★½	66
Animaniacs Ten Pin Alley	ASC	★★★	17
Animorphs: Shattered Reality	Infogrames	★★½	37
Ape Escape	**Sony CEA**	★★★★★	**22**
Apocalypse	Activision	★★★	16
Arc the Lad Collection	Working Designs	★★★★	52
Arcade Party Pak	Midway	★★★½	28
Arcade's Greatest Hits: Atari Collection 2	Midway	★★½	7
Arcade's Greatest Hits: Midway Collection 2	Midway	★★	4
Armored Core	Sony CEA	★★★½	3
Armored Core: Master of Arena	Agetec	★★½	31
Armorines: Project S.W.A.R.M.	Acclaim	½	35
Army Men 3D	**3DO**	★★★	**20**
Army Men: Air Attack	3DO	★★★★	27
Army Men: Air Attack 2	3DO	★★★½	39
Army Men: Green Rogue	3DO	★½	47
Army Men: Sarge's Heroes	3DO	★★	32
Army Men: Sarge's Heroes 2	3DO	★★½	40
Army Men: World War	3DO	★½	34
Army Men: World War - Final Front	3DO	★½	45
Army Men: World War - Land, Sea, Air	3DO	★½	39
Arthur! Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★	15
Asteroids	**Activision**	★★★½	**16**
Atari Anniversary Edition Redux	Infogrames	★★	53

GTA: VICE CITY

Extra tidbits from the Vice obsessed

Because everyone plays Vice City differently, we lean on you, the reader, for weird tips and little secrets. This is part one of many.

FLYING CARS? WELL, SORT OF

A friend and I have discovered a way, without cheating, to launch a vehicle more than 700 feet!

- First, go to the military base, pick up the Rhino (yes, the Rhino), and then head to the airport.
- Go to the furthest southwest corner of the airport. There's a runway that points directly at Sunshine Autos (use the map to make sure you are in the right spot).
- Center yourself in the left lane (facing Sunshine Autos), then hit the gas and the gun. Keep pounding the Fire button and pretty soon you'll have a 20,000 pound vehicle doing close to Mach.
- Keep firing, even in the air. We went 709 feet!

Lee and Dana Wright
golyteleel@msn.com

NUDIE PICS

After beating *Vice City*, head to the Vercetti mansion.

- Go up the stairs and into the room where you save games.
- Go left. On a table are several photos of Candy Suxxx doing her thing. (It's the table under the wall bearing a huge portrait of her.)

Richard Blair
MidgetMan2oo2@aol.com

She likes to move it, move it

CHICK CHAT

See two hookers chatting? Get out of your car and listen in for a little amusement.

Axx Dunmire
WickedAx@msn.com

EASTER EGG, LITERALLY

- Get on top of the VCN building helipad on the second island.
- Go to the left corner. You'll see a building so close you can almost touch it.
- See that window almost in front of you? Line up with it and jump!
- You will jump right through the window—it looks solid, but you'll find that it isn't.
- Inside, you'll find a tiny room with a pedestal in it. An easter egg rests on top. It reads "Happy Easter." This is a must see!

Curtis Monks
curtismonks@shaw.ca

POCKET CHANGE

When you hear gangs shooting at each other, wait for it to end. Then, run in and grab what's left behind. You'll make a couple of fast bucks. This also works when you see a cop chasing someone down the street—help out and get a $50 bonus, then stick around. Usually, the cop beats the perp into a pulp (or the other way around), leaving some goodies.

Trevor Walsh
twalsh@musicrecyclery.com

DIRTY RACE

- To win a difficult race, get any car and go to 8 Ball's garage near the docks.
- Have a bomb installed.
- Park the bomb-heavy car in front of the cars readying for a race—you need to park really close.
- Get out of the car and, with the remote in hand, go steal another car (this is the car you will actually use to race).
- Park somewhere away from the car bomb. Engage the bomb and hurry into your car. The race has begun!

Dirk Rosquillas
palmiiie@hotmail.com

TAKE A NICE OCEAN DRIVE

This has to be the coolest code I've found!

Tap Right, R2, Circle, R1, L2, Square, R1, R2.

Now, your cars can float on water! Drive a car (no motorcycles) into water and the wheels will turn sideways and you can drive across the water, hovercraft-style. Use this to get to the other island before unlocking it in the game.

Brian Walker
warheadr@bellsouth.net

Hovercraft cars absolutely rule

36 But doctor, will I still be able to play the piano?

REVIEWS

PS2 GAMES

90	Amplitude	★★★★
90	Clock Tower 3	★★★
92	Colin McRae Rally 3	★★★★★
92	Dynasty Warriors 4	★★★★½
93	Grand Prix Challenge	★★★½
97	Jurassic Park: Operation Genesis	★★★★½
94	NBA Street Vol. 2	★★★★★
93	Primal	★★★★
88	Tom Clancy's Splinter Cell	★★★★½
97	WWE Crush Hour	★★½
96	Zone of the Enders: The 2nd Runner	★★★★½

PS1 GAMES

97	Big Strike Bowling	★★★½
98	Gubble	½
97	Inu Yasha	★★★
98	Pinobee	★★
98	Rageball	★½
98	RC Helicopter	★½
98	Sol Divide	★★★
98	Sorcerer's Maze	★★★½
98	Street Racquetball	½
98	Super Bubble Pop	★

One sign that it's going to be a very odd day. **52**

ON THIS MONTH'S EXCLUSIVE PLAYABLE PS2 DVD

PLAYABLES
Def Jam: Vendetta
Grand Prix Challenge
High Heat MLB 2004
My Street
NBA Live 2003
Tom Clancy's Splinter Cell
Winning Eleven 6

VIDEOS
Alter Echo
Metal Gear Solid 2: Substance

INSIDE THE GAME
Amplitude
EA Sports Big

REPLAY
Grand Theft Auto: Vice City
Hitman 2
Tony Hawk's Pro Skater 4
WWE Smackdown! Shut Your Mouth

EXTRAS
ATV Offroad Fury
Mark Hamill as Wolverine
On Tour at Wizard World

PLAYSTATION UNDERGROUND TEAM
Demo Disc Producers **Gary Barth, Manuel Sousa, Jerome Strach, Chris Tan**
Marketing Team **Kim Yuen, Chris Hagedorn, Steve Williams**
Executive Producers **Andrew House, Marilyn Weyant**
Format Q&A **Sam Bradley, DeMarlo King**
Account Coordinator **Eric Ippolito**

PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.
Lead Programmers **William Bohan, Ron Midthun, Avery Lodato**
3D Artists **Jason Robinson, Philip Williamson, David Hayes**
Producer **Jessi Harrison**
President **Katherine Williams**
Technical Director **Tim Edwards**

SPECIAL THANKS
Tom Gillan, Gerald Martin, Jim Williams, Michelle Manahan, Christine DeNezza

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

OPM Demo Disc is published monthly by Sony Computer Entertainment America Inc., 919 E. Hillsdale Drive, Foster City, CA 94404. All titles shown herein are trademarks of and copyrights of their respective publishers and/or their licensors. See individual screens for details. ©2002 Sony Computer Entertainment America Inc.
Please submit all related demo disc inquiries to: OPM Demo Disc, Inquiries, 919 E. Hillsdale Drive, Foster City, CA 94404

JAM ON

SPLINTER CELL RULES, BUT THERE'S PLENTY MORE TO DO

Splinter Cell is the coolest game on this month's demo disc, but we show you how to get through that in our feature. Here are challenges and fun for other hot PS2 games, including one of our staff's current favorites: *Winning Eleven 6*. If you thought soccer was a bore, you have to try this!

OFFICIAL U.S. PlayStation MAGAZINE
Issue 68
SONY
NTSC U/C
SCUS 97243
DVD ROM
RP-M
PlayStation 2

DEF JAM: VENDETTA

THE DETAILS:
Pick from one of four wrestlers (Def Jam artists Redman and Method Man are in yo' face). Then, get to brawl-in', homey. You've got four minutes to give your opponent the dirt nap.

HAVE YOU TRIED...
...a flying elbow? Run at the the ropes with Redman by pressing ○, then when you're near the ropes, press ⊗. The ropes play like a trampoline.
...ball-busting? Play as Redman and build up his Special meter (use the right analog stick to taunt, if you need to). Once the meter's full, push the right analog. Get close to your opponent, then hold ⊗ for a strong grapple. Push the right analog again.

WINNING ELEVEN 6 INTERNATIONAL

THE DETAILS:
Access one of five international teams (U.S., England, Spain, Italy, or Germany) and play a friendly game in one of two stadiums. The match will last five minutes, but it's action packed!

HAVE YOU TRIED...
...changing the camera? You should. Put it to Wide. It's distant, but without it, it's tough to set up brilliant charges to the goal.
...beating each of the four teams with U.S.? It's no easy task, but use Landon Donavan as your scoring threat (he's fast).
...scoring with the difficulty set to 5? If you manage to do this, tell us how.

GRAND PRIX CHALLENGE

THE DETAILS:
Head into the Grand Prix mode and rev up to race in Imola (it's a track in Italy). You'll have to race with Ferrari (boy does *that* suck), and you'll have to race with legend Michael Schumacher.

HAVE YOU TRIED...
...changing the camera? For beginning drivers (and intermediate ones) press R1 and you'll be taken out of the driver seat. Easier for non-pro's.
...finishing in the Top 10 on a harder difficulty level? We propose that only the masters-of-race try this, since it's more about braking than about pushing the gas pedal. For the beginners, winning a race on easy is challenge enough.

MY STREET

THE DETAILS:
You'll take control of one of 17 *My Street* tykes and run around looking for a pick-up game of one-player Beach House Volleyball. Once you find it, you can set up the rules of the game.

HAVE YOU TRIED...
...the jump serve? Press △ before your serve and your kid will toss the ball skyward. Hold △ to jump and then release it when you're ready to smack the ball over the net.
...beating the computer on skill level 3? It's tough. Make sure you play back, since your teammate will stink at putting the ball away on spikes. Only rush to the net to block a spike (with △).

NBA STREET VOL. 2

THE DETAILS:
Here lies a video of our Game of the Month, one of the most innovative, hip, fun sports games ever made. Even if you're not a b-ball fan, check this out and get ready to be converted.

HAVE YOU...
...figured out who's singing the song in the video? Here's one hint, since the track is exclusive to the game, so you haven't heard it elsewhere: He wears a band-aid on his face. And he's from the Lou.
...bought the game and tried putting the ball "Off the Hezay"? To bounce the ball off your opponent's skull, hold two turbos at the same time and press ⊗. It'll freeze your opponent for a short time.

BOX ART BATTLE On the left is *Dragon Quarter's* Japanese cover. On the right is the U.S. version. Again, we get the shaft.

RPGs FOR YOU AND ME

Be a battle star with our galactic strategies

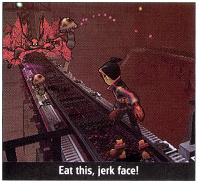
Breath of Fire: Dragon Quarter

We've said it before and we'll say it again: *Dragon Quarter* has one of the best ever RPG battle systems. The battles offer tremendous depth; they never get old. That said, they're also complex as all hell, so give this a read before you dive in.

ABILITY POINT SYSTEM

Everything you do in battles (aside from using items) costs Ability Points (AP), making each fight worth thoroughly strategizing over. Make every last AP count by moving only as far as you need to in order to accomplish your task (reset your move if you think you can do better). And when you attack, keep in mind how best to maximize your effectiveness with as few points spent as possible. Often, using a 20 or 30 AP attack is better than using several 10 AP attacks, since you'll potentially hit more enemies and increase the chances of adding secondary effects to your attacks.

It's also smart to pay attention to when specific attacks should be used. For example, if Ryu ends his turn with a kick that forces the opponent back, the enemy will then have to spend its AP points on returning to formation. It's also important to time Nina's spells right: Place barriers around the battlefield to trap enemies.



Eat this, jerk face!

COMBINATION MOVES

You'll find both normal and special combo moves in *Dragon Quarter*. For normal combos, string together normal abilities that result in a +10-percent damage bonus for each skill used concurrently. Special combos, on the other hand, are specific groups of skills that, when used together, offer a special result. They're hard to uncover, but once you find them, they're definitely worth keeping in mind. The first example of a special combo can be seen by using Ryu's Side Slash with a Vertical Slash, which causes the Vertical Slash to attack over a wide area.

Thank God for Nina.

PETS SYSTEM

One of the coolest aspects of *Dragon Quarter* is its Positive Encounter and Tactics System (PETS), which allows you to effectively plan out battles before entering a battle scene. You can trap enemies, for example, by luring them with some food and then attacking when they're not expecting it. It's also possible to toss a bomb that will detonate after it's actually inside the battle itself.

Hp 177:177
Ap 9
Hp 51:109
Ap 49
Hp
Ap
Magic ★★★
Trap ★★★
220%

Laying traps around the battlefield is integral to your success.

Xenosaga

Both Jr. and MOMO have secret attacks and Ether skills. Here's how to unlock them.

JR.'S HIDDEN ETHER Magnum Joe, Buster Joe
JR.'S CRITICAL ATTACK Soul Rhapsody

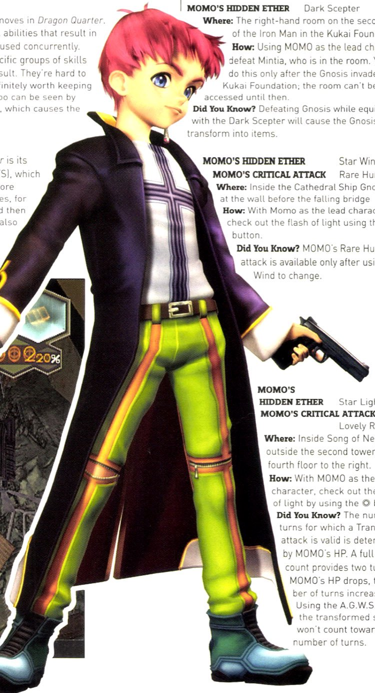
Where: The farthest room in the residential area of the Durandal
How: Using Jr. as the lead character, defeat Great Joe, who emerges from the locker to the right.
Did You Know? The strength of Jr.'s Magnum Joe and Buster Joe attacks is determined by the number of Gnosis you defeat using Soul Rhapsody. For every five enemies defeated, you get an average increase of 5 percent.

MOMO'S HIDDEN ETHER Dark Scepter

Where: The right-hand room on the second floor of the Iron Man in the Kukai Foundation
How: Using MOMO as the lead character, defeat Mintia, who is in the room. You can do this only after the Gnosis invade the Kukai Foundation; the room can't be accessed until then.
Did You Know? Defeating Gnosis while equipped with the Dark Scepter will cause the Gnosis to transform into items.

MOMO'S HIDDEN ETHER Star Wind
MOMO'S CRITICAL ATTACK Rare Hunter

Where: Inside the Cathedral Ship Gnosis, at the wall before the falling bridge
How: With Momo as the lead character, check out the flash of light using the ◎ button.
Did You Know? MOMO's Rare Hunter attack is available only after using Star Wind to change.



MOMO'S HIDDEN ETHER Star Light
MOMO'S CRITICAL ATTACK Lovely Ray

Where: Inside Song of Nephilim, outside the second tower, on the fourth floor to the right.
How: With MOMO as the lead character, check out the flash of light by using the ◎ button.
Did You Know? The number of turns for which a Transform attack is valid is determined by MOMO's HP. A full HP count provides two turns. If MOMO's HP drops, the number of turns increases. Using the A.G.W.S. during the transformed state won't count toward the number of turns.

We like this RPG page idea. We're going to stick with it. Expect *.hack* next month!

www.gamefaqs.com
The one-stop for walkthroughs to just about every PS2 game ever made.

IMAGE ISN'T EVERYTHING The cover of *Winning Eleven 6* is a rare sports breed. It's the only sports game this year that doesn't feature a cover athlete.

GAME	PUBLISHER	SCORE	ISSUE
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Austin Powers Pinball	Gotham Games	●●	64
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◐	15
Ball Breakers	Take 2	●●●◐	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◐	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◐	39
Batman: Gotham City Racer	Ubi Soft	●◐	46
Battle Hunter	Agetec	●◐	48
Battletanx: Global Assault	3DO	●◐	31
Beast Wars	Hasbro	●◐	5
Beyblade	Crave	●◐	66
Big Air	Accolade	●◐	20
Big Bass Fishing	Take 2	◐	58
Big Ol' Bass 2	Konami	●●◐	45
Billiards	Agetec	●●◐	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◐	41
Blast Lacrosse	Acclaim	●●◐	48
Blast Radius	Psygnosis	●●●◐	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◐	8
Bloody Roar	Sony CEA	●●●◐	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◐	19
Bomberman Party Edition	Vatical	●●◐	38
Bomberman World	Atlus	●●◐	13
The Bombing Islands	Kemco	●●◐	47
Boombots	SouthPeak	●●◐	27
Bottom of the 9th '97	Konami	●●●◐	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◐	9
Breath of Fire IV	Capcom	●●●◐	40
Brigandine	Atlus	●●●◐	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◐	27
Brunswick Circuit Pro Bowling	THQ	●●●◐	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny: Lost In Time	Infogrames	●●●◐	23
Builder's Block	Jaleco	●●●◐	35
Burstrick Wake Boarding!!	Natsume	●◐	45
Bushido Blade 2	Square EA	●●●◐	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◐	39
C: The Contra Adventure	Konami	●◐	12
c-12: Final Resistance	Sony CEA	●●◐	58
Caesar's Palace 2000	Interplay	◐	41
Caesar's Palace II	Interplay	●●	15
Capcom vs. SNK Pro	Capcom	●●●◐	60
Card Games	Agetec	●◐	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◐	3
Casper: Friends Around the World	Sound Source	●◐	41
Castlevania Chronicles	Konami	●●●◐	50
Castlevania: Symphony of the Night	**Konami**	●●●●●	**2**
Castrol Honda Superbike	Electronic Arts	●●	21

GAME	PUBLISHER	SCORE	ISSUE
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	●●●	41
Championship Motocross Feat. Ricky Carmichael	THQ	●●●◐	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◐	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◐	29
Chrono Cross	**Square EA**	●●●●●	**36**
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◐	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◐	28
Colin McRae 2.0	**Codemasters**	●●●●●	**40**
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	**Psygnosis**	●●●●●	**4**
Colony Wars: Red Sun	Psygnosis	●●●●◐	31
Colony Wars: Vengeance	Psygnosis	●●●◐	14
Command & Conquer: Red Alert	Virgin	●●●◐	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam	●	41
Cool Boarders 2	**Sony CEA**	●●●●	**3**
Cool Boarders 3	**989 Studios**	●●●	**14**
Cool Boarders 4	**989 Studios**	●●●	**27**
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◐	32
Covert Ops: Nuclear Dawn	Activision	●●◐	34
Crash Bandicoot 2	**Sony CEA**	●●●●	**3**
Crash Bandicoot: WARPED	**Sony CEA**	●●●●●	**15**
Crash Bash	SCEA/Universal	●●◐	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	**Fox Interactive**	●●●●	**1**
Croc 2	Fox Interactive	●●◐	22
Crossroad Crisis	Magetec	●◐	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	**Sony CEA**	●●●●●	**26**
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution: Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◐	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◐	43
Dave Mirra Freestyle BMX	Acclaim	●●●◐	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◐	47
David Beckham Soccer	Majesco	●●●	61
Dead in the Water	ASC	●●◐	17
Dead or Alive	Tecmo	●●●●◐	8
Deathtrap Dungeon	Eidos	●●◐	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Delta Force: Urban Warfare	Novalogic	●●●	61
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◐	13
Dexter's Laboratory: Mandark's Lab?	Bam	●●●◐	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◐	55
Digimon World	Bandai	●◐	36
Digimon World 2	Bandai	●●	46
Digimon World 3	Bandai	●●◐	57
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◐	38
Disney's Dinosaur	Ubi Soft	●◐	36
Disney's Treasure Planet	Sony CEA	●●◐	64
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◐	27
Dracula: The Last Sanctuary	DreamCatcher	●●◐	56
Dracula: The Resurrection	DreamCatcher	●●◐	48

WORLD SOCCER: WINNING ELEVEN 6 INT.

Score the prettiest goals in the world

The controls for Winning Eleven 6 *are basic: Press ⊗ to pass, △ for a through ball, ○ for an aerial pass, and □ to shoot. Easy. But there are other controls you might not know about from looking at the Button Config screen. Here are some tips from across the pond.*

1. Charge with your keeper by holding down △ when there's a breakaway. This is smart playing when you're up against a human—if you rush him very, very quickly. The CPU can adjust, deke, and ruin your clean sheet (that's footie talk for shutout).

2. Tired of the crappy through pass never hitting its mark? **Try the lofted through pass:** Hold down L1and then tap △. Your pass will go airborne, over defenders. It's less accurate than the through pass, but we think it's doubly effective—it's tougher to intercept and it's brilliant when you're on a 2-on-1 break.

3. Stuck with small strikers? **You'll love the near-post cross.** Double-tap ○ and you'll boot a low drive toward the goal area. It's particularly effective with small, speedy strikers who are dashing toward the net.

4. There are more ways to get by a defender than just the L1 speed burst. If you're running at a defender, hit R2 and move diagonally (Up and forward or Down and forward). The ball carrier will drop his shoulder and turn past someone. You won't get spun away from the ball as often.

5. Wish there were sets of special moves? Well, there are. Double-tapping R2 will earn you a snappy one-legged crossover. If you double-tap L1, you'll get a fancier double-crossover. They're each most effective if, after using them, you cut left or right to avoid a slide-tackling defender.

6. One-on-one with the goalie? If he's charging out, it's likely he'll get a piece of the ball if you blast it at him. That's why you should know your chip shots. There's a standard chip, L1 + □, but it's too high, it swerves too much, and it will generally give you fits. The better, more complicated chip is accomplished by holding R1 and then hitting □. It's a low chip that barely clears the head of the keeper. But remember to wait until the very last second; as the keeper dives, you chip it a couple of feet off the ground...and into an empty net. Simple and stylish.

7. Want unlockables? You'll have to work for them. If you can win the International Cup, you'll get the Euro All-Stars. For the World All-Stars, win the International League.

Win either the European or American Cup with the following teams: Brazil, Argentina, Holland, Germany, Italy, France, or England. Win with Brazil and you'll score the underrated 1982 World Cup squad. Check the bench to find Pele. Brilliant.

www.diesel.com/events
Want to see the slick duds you can unlock in *Devil May Cry 2*? Check out the Diesel site.

DEVIL MAY CRY 2

Play with style

Devil May Cry 2 *may have disappointed as a sequel, but you might as well get your money's worth if you already bought it. Below are a few reasons to keep it in your PS2.*

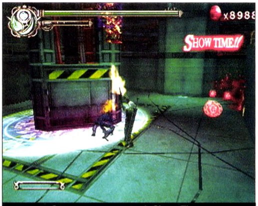
THE SECRET TO STYLE

Baffled about how to earn Style points? You're not the only one—even we had a tough time figuring it out. As you probably know, a progression of phrases indicates your Style at a given moment: "Don't Worry!" (D), "Come On!" (C), "Bingo!" (B), "Are You Ready?" (A), and "Show Time!" (S).

So, how do you get to S without blowing it? The trick is to link your attacks and finish off enemies with your sword. What's the easiest way to do this?

- Find an area where enemies continually spawn.
- Attack with your sword until no enemies are within reach.
- Shoot your weapon (maybe even with a slight delay between button taps, so you don't destroy the enemy too soon) until you make it to within sword range of an enemy.
- If you get hit or wait too long (a couple seconds) between attacks, your combo will end.

The more often you succeed, the higher your rating will be. Keep track of how many Show Times you get and try to match the number on this page's chart!



Can you score enough Show Times to earn an S rating?

GET AN S FOR EVERY MISSION

Curious about how to score the perfect S rating for each category in each mission? Just follow the guidelines on the chart below. Keep in mind that Damage and Items Used must always be zero.

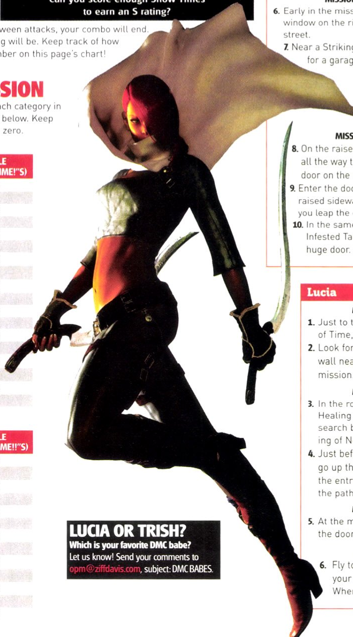
Dante

	CLEAR TIME (MIN.)	ORBS	STYLE ("SHOW TIME!"S)
MISSION 1	08:30	3000	4
MISSION 2	06:30	3000	2
MISSION 3	08:30	4500	6
MISSION 4	09:30	5000	8
MISSION 5	11:30	6000	12
MISSION 6	08:00	1000	10
MISSION 7	08:00	4000	10
MISSION 8	03:00	1600	6
MISSION 9	06:00	2000	20
MISSION 10	05:00	3500	10
MISSION 11	08:30	4500	6
MISSION 12	06:30	3500	8
MISSION 13	02:30	2500	6
MISSION 14	07:30	6500	15
MISSION 15	02:30	3000	10
MISSION 16	09:00	7000	20
MISSION 17	04:00	2000	10
MISSION 18	05:00	2000	15

Lucia

	CLEAR TIME (MIN.)	ORBS	STYLE ("SHOW TIME!!"S)
MISSION 1	09:00	4000	6
MISSION 2	10:00	2500	10
MISSION 3	08:00	5000	20
MISSION 4	05:30	1600	20
MISSION 5	07:30	3000	20
MISSION 6	10:30	2000	15
MISSION 7	07:00	4000	10
MISSION 8	08:30	5000	20
MISSION 9	01:30	1600	12
MISSION 10	07:30	5500	20
MISSION 11	03:30	2000	8
MISSION 12	09:00	7000	20
MISSION 13	04:00	800	8

How far did you get in the Bloody Palace...before you got bored?



FIND ALL THE SECRET ROOMS

Odds are, you've found a few Secret Rooms on your own. But have you found all 20 for Dante and all 10 for Lucia? (The locations remain the same for each difficulty level.) We're here to help.

Dante

MISSION 1

1. Look for a door near your first encounter with the Puias (vultures).
2. Look for a door along the wall across from the small canal.

MISSION 2

3. Find the Striking Stone and look for a coffin to enter.
4. To the left of the Striking Globe lies a sarcophagus.

MISSION 3

5. Enter the fourth door on the right side of the street.

MISSION 4

6. Early in the mission, look for a window on the right side of the street.
7. Near a Striking Stone, look for a garage door.

MISSION 5

8. On the raised sidewalk, go all the way to the top-right door on the map.
9. Enter the door on the raised sidewalk just before you leap the oil truck.
10. In the same area as the Infested Tanks, look for a huge door.

MISSION 7

11. Near the God of Time, look for a door-like area in the corner of the room.
12. Enter the door on the left that's just before the mission's end.

MISSION 10

13. In a room with four columns, check the northeastern-most one.

MISSION 11

14. Find the eye-like door and enter.
15. Look directly below the second Striking Globe.

MISSION 12

16. At the very beginning, enter the doors behind you.
17. After you've destroyed a sarcophagus at the end of the mission (just before the boss), enter the alcove area.

MISSION 14

18. Follow the trolley tracks to a door.

MISSION 16

19. After you find the first Sacrilege, jump to the level below and go to the door at the same relative spot.
20. Check the chair in Arius' office after killing Trismagia (the big boss of many heads).

Lucia

MISSION 1

1. Just to the right of the God of Time, enter the sewer.
2. Look for the big face on a wall near the end of the mission.

MISSION 3

3. In the room before the Healing Heart room, search below the engraving of Neptune.
4. Just before the boss fight, go up the stairs and find the entrance at the end of the path.

MISSION 5

5. At the mission's end, try the door to the right.

MISSION 6

6. Fly to the northwest of your starting point. When you see a place to land, do so, and then search the nearby hole.

MISSION 7

7. Double-jump to the platform that's to the left of where you found the Aqua Heart.

MISSION 8

8. Find a doorway near the beginning of the level. You'll have to swim up a bit.

MISSION 10

9. Enter the first door on your left (from where you started).

MISSION 12

10. On the wall directly opposite the God of Time lies a vase. Smash it and head into the final Secret Mission.

LUCIA OR TRISH?
Which is your favorite DMC babe?
Let us know! Send your comments to opm@ziffdavis.com, subject: DMC BABES.

www.realultimatepower.net
If you're going to play *Tenchu*, you should intimately study the ninja stories on this site.

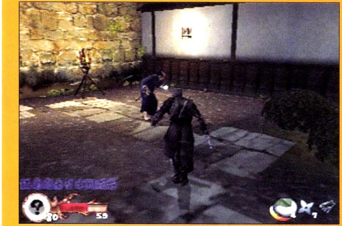
GAME	PUBLISHER	SCORE	ISSUE
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◐	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◐	51
Dragonseeds	Jaleco	●●	15
Driver	**GT Interactive**	●●●●	**24**
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◐	41
Duke Nukem: Land of the Babes	Infogrames	●●◐	40
Duke Nukem: Time to Kill	**GT Interactive**	●●●◐	**14**
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	**SouthPeak**	●◐	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◐	27
EA Sports Supercross	EA Sports	●●●◐	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◐	30
Ehrgeiz	Square EA	●●●◐	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◐	20
The Emperor's New Groove	SCEA	●●●◐	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◐	54
Eternal Eyes	Crave	●◐	38
Evil Dead: Hail to the King	THQ	●●◐	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◐	34
F1 2000	EA Sports	●●●◐	33
F1 Championship Season	EA Sports	●●●◐	40
F1 Racing Championship	Ubi Soft	●●◐	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◐	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◐	30
Fear Effect	Eidos	●●●●◐	31
Fear Effect 2: Retro Helix	Eidos	●●●●◐	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◐	4
FIFA 99	EA Sports	●●●●◐	17
FIFA 2000	EA Sports	●●●●◐	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◐	39
FIFA Soccer 2003	EA Sports	●●●◐	63
The Fifth Element	Activision	◐	15
Fighter Maker	Agetec	●●●◐	21
Fighting Force	**Eidos**	●●●	**3**
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◐	26
Final Fantasy Chronicles	Square EA	●●●●	47
Final Fantasy Origins	Square Enix	●●●◐	67
Final Fantasy Tactics	**Sony CEA**	●●●●	**5**
Final Fantasy VII	**Sony CEA**	●●●●●	**1**
Final Fantasy VIII	**Square EA**	●●●●●	**25**
Final Fantasy IX	**Square EA**	●●●●●	**39**
Fisherman's Bait	Konami	●●●◐	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◐	44
Formula 1 '98	**Psygnosis**	●●●●	**15**
Formula 1 '99	Psygnosis	●●●◐	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◐	11
Freestyle Boardin' '99	Capcom	●●◐	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◐	40
Frogger	**Hasbro**	●●◐	**4**
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◐	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◐	3
G-Police 2	Psygnosis	●●●●	25
G-Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◐	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◐	28
Gauntlet Legends	Midway	●●◐	32
Gekido	Interplay	●●●	34
Gekioh: Shooting King	Natsume	●●●◐	67
Gex: Deep Cover Gecko	Eidos	●●●◐	20
Gex: Enter the Gecko	Midway	●●●◐	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	**Sony CEA**	●●●●●	**9**
Gran Turismo 2	**Sony CEA**	●●●●●	**29**
Grand Theft Auto	**Take 2**	●●◐	**10**
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◐	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◐	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◐	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault 2	Bandai	●●●●	62
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◐	52
HardBall '99	Accolade	●◐	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harry Potter and the Chamber of Secrets	EA Games	●●●	64
Harvest Moon: Back to Nature	Natsume	●●●◐	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◐	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◐	55
Hoshigami: Ruining Blue Earth	Atlus	●●◐	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◐	30
Hot Wheels Turbo Racing	**Electronic Arts**	●●◐	**25**
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◐	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◐	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◐	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◐	28
Int'l. Superstar Soccer 98	Konami	●●●●◐	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◐	35
The Italian Job	**Rockstar**	●●●●●	**57**
Jackie Chan Stuntmaster	Midway	●●●◐	30
Jade Cocoon	Crave	●●●◐	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	**Acclaim**	●◐	**38**
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	**Sony CEA**	●●●◐	**3**
Jet Moto 3	989 Studios	●●●◐	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◐	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◐	28
K-1 Revenge	Jaleco	●●◐	18
Kagero: Deception II	Tecmo	●●●●◐	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◐	17
Kickboxing	Agetec	●	58
Killer Loop	Crave	●●●	27

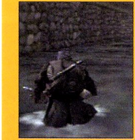
TENCHU: WRATH OF HEAVEN

Tips for a more rounded, fun-loving ninja

As anyone who's been playing Tenchu: Wrath of Heaven *knows being stealthy is the key to working your way through the game. But variety is the spice of ninja life. Here are tips to better your performance beyond boring ol' ninja tactics.*

INFINITE RICEBALL It's possible (but somewhat cheap—if you care about that sort of thing) to kill every sentry in *Wrath* with the same riceball. Throw the riceball at your intended victim, then wait until he goes to grab it. After he picks it up, but before he starts to eat it, run in for an instant stealth kill. The guard will be totally defenseless while he's holding the riceball, and once you attack him, he'll drop it. Pick the riceball up and move on to the next guard.





STOP, DROP, AND ROLL Not only does pressing R1 place your ninja in Stealth mode, it also makes you automatically crouch when you're landing from a jump or a high fall. The split second you earn by not fumbling around in a stumble animation can mean the difference between a stealth kill and a drawn-out battle. Pressing ⊗ while in Stealth mode will cause your ninja to roll silently over any terrain—even through water. It's the perfect way to sneak up on guards in the open.

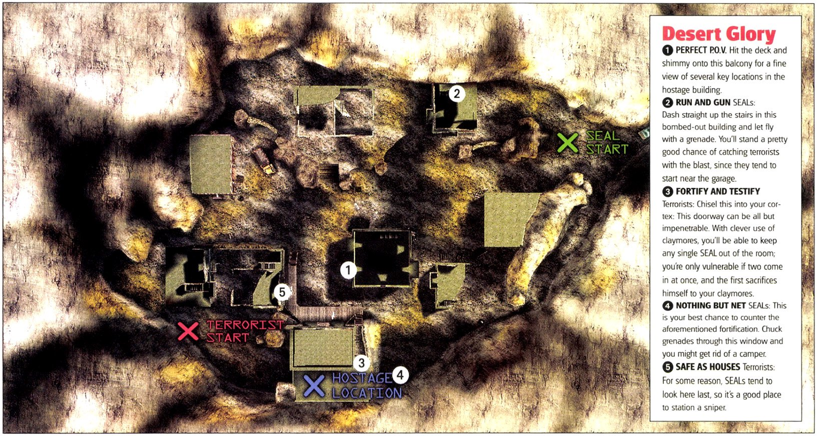
TO BEE OR NOT TO BEE In several missions, you'll hear a buzzing beehive. If you nail the hive with a projectile weapon, the bees will swarm, find the nearest guard, and sting him to death (great fun!). While this doesn't count as a stealth kill and doesn't fill your Kuji meter, it's a great way to take out a guard without being seen. Be careful, though: If you're too close to the hive, the bees will come for you instead.

SOCOM is short for "Special Operations Command."

OUT OF SIGHT, OUT OF MIND
To become truly invisible in The Ruins, crouch in the water, look down, and then tap R1. Your character will submerge himself.

ONLINE: SOCOM U.S. NAVY SEALS

More maps for your fragging pleasure: Desert Glory and The Ruins



Desert Glory

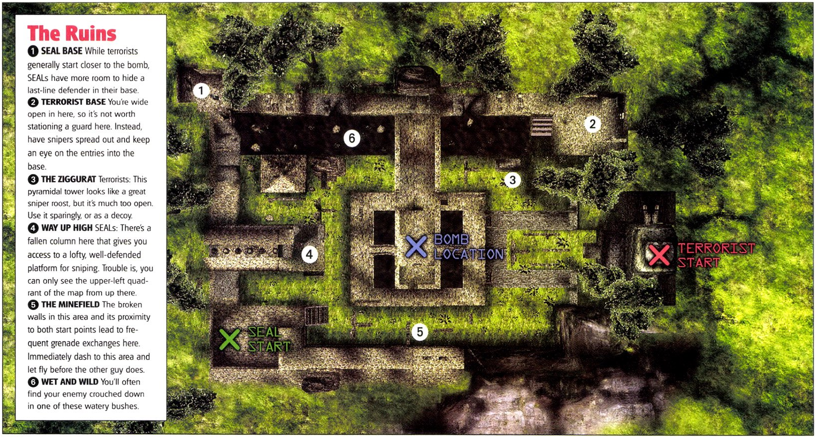
❶ **PERFECT P.O.V.** Hit the deck and shimmy onto this balcony for a fine view of several key locations in the hostage building.

❷ **RUN AND GUN** SEALs: Dash straight up the stairs in this bombed-out building and let fly with a grenade. You'll stand a pretty good chance of catching terrorists with the blast, since they tend to start near the garage.

❸ **FORTIFY AND TESTIFY** Terrorists: Chisel this into your cortex: This doorway can be all but impenetrable. With clever use of claymores, you'll be able to keep any single SEAL out of the room; you're only vulnerable if two come in at once, and the first sacrifices himself to your claymores.

❹ **NOTHING BUT NET** SEALs: This is your best chance to counter the aforementioned fortification. Chuck grenades through this window and you might get rid of a camper.

❺ **SAFE AS HOUSES** Terrorists: For some reason, SEALs tend to look here last, so it's a good place to station a sniper.



The Ruins

❶ **SEAL BASE** While terrorists generally start closer to the bomb, SEALs have more room to hide a last-line defender in their base.

❷ **TERRORIST BASE** You're wide open in here, so it's not worth stationing a guard here. Instead, have snipers spread out and keep an eye on the entries into the base.

❸ **THE ZIGGURAT** Terrorists: This pyramidal tower looks like a great sniper roost, but it's much too open. Use it sparingly, or as a decoy.

❹ **WAY UP HIGH** SEALs: There's a fallen column here that gives you access to a lofty, well-defended platform for sniping. Trouble is, you can only see the upper-left quadrant of the map from up there.

❺ **THE MINEFIELD** The broken walls in this area and its proximity to both start points lead to frequent grenade exchanges here. Immediately dash to this area and let fly before the other guy does.

❻ **WET AND WILD** You'll often find your enemy crouched down in one of these watery bushes.

Is "fragtacular" a word? If not, it should be.

NEED FOR SPEED: HOT PURSUIT 2

Try this on your PS2 (it's cooler than it sounds). You can race in black and white by entering this at the Main menu: R1, L1, Left, △, Left, Left, Left, L1.

PlayStation
March Madness 2001

GET YOUR DEGREE Who was the last baller on the cover of a PS1 EA college hoops game? If you said Kenyon "K-Mart" Martin, you pass.

GAME	PUBLISHER	SCORE	ISSUE
King of Fighters 99	Agetec	★★★★	41
KISS Pinball	Take 2	★½	46
Klonoa	**Namco**	★★★★★	6
Knockout Kings	EA Sports	★★★½	16
Knockout Kings 2000	EA Sports	★★★★	27
Knockout Kings 2001	EA Sports	★★★★	39
Konami Arcade Classics	Konami	★★½	23
Koudelka	Infogrames	★★★	35
Kurt Warner's Arena Football Unleashed	Midway	★★★	34
The Land Before Time: Great Valley Racing	TDK Mediactive	★★★	46
The Land Before Time: Return to Great Valley	Sound Source	★★½	39
Largo Winch .//Commando Sar	Ubi Soft	½	57
Legacy of Kain: Soul Reaver	**Eidos**	★★★★½	25
The Legend of Dragoon	Sony CEA	★★★★½	34
Legend of Legaia	Sony CEA	★★★★	19
Legend of Mana	Square EA	★★½	35
Lego Island 2: The Brickster's Revenge	Lego Media	★★½	46
Lego Rock Raiders	Lego Media	★	37
Lilo & Stitch	Sony CEA	★★★½	59
The Lion King: Simba's Mighty Adventure	Activision	★½	42
The Little Mermaid II	THQ	★★★★	39
Lode Runner	Natsume	★★½	4
Looney Tunes Racing	Infogrames	★★½	39
Looney Tunes: Sheep Raider	Infogrames	★★½	51
The Lost World: Jurassic Park	**Electronic Arts**	★	2
Lunar: Silver Star Story Complete	Working Designs	★★★★½	22
Lunar 2: Eternal Blue Complete	Working Designs	★★★★	40
Madden NFL 98	**EA Sports**	★★★★	2
Madden NFL 99	EA Sports	★★★★½	13
Madden NFL 2000	**EA Sports**	★★★★★	25
Madden NFL 2001	**EA Sports**	★★★★★	37
Madden NFL 2002	EA Sports	★★★★½	49
Madden NFL 2003	EA Sports	★★★★	62
Martian Gothic: Unification	Take 2	★★★½	52
Marvel Super Heroes	Capcom	★★	2
Marvel Super Heroes vs. Street Fighter	Capcom	★★★½	18
Marvel vs. Capcom EX	Capcom	★★½	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	★★★½	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	★★½	45
Mass Destruction	ASC	★★½	3
Mat Hoffman's Pro BMX	Activision	★★★★	45
Maximum Force	Midway	★½	2
MDK	Playmates	★★½	3
Medal Of Honor	**Electronic Arts**	★★★★	27
Medal Of Honor Underground	Electronic Arts	★★★★	39
MediEvil	Sony CEA	★★★★	14
MediEvil II	Sony CEA	★★★½	32
Mega Man Legends	Capcom	★★★★	12
Mega Man Legends 2	Capcom	★★★½	39
Mega Man X4	Capcom	★★★	4
Mega Man X5	Capcom	★★★½	41
Mega Man X6	Capcom	★★★	53
Men In Black–The Series: Crashdown	Infogrames	★★★	54
Metal Gear Solid	**Konami**	★★★★★	14
Metal Gear Solid: VR Missions	Konami	★★★★	25
Metal Slug X	Agetec	★★★★	43
Micro Machines	**Midway**	★★★★★	5
Micro Maniacs	Codemasters	★★★★	32
Mike Tyson Boxing	Codemasters	★★	39
The Misadventures of Tron Bonne	Capcom	★★★★	31
Miss Spider's Tea Party	Simon & Schuster	★★★	41
Missile Command	Hasbro	★★★	28
Mission: Impossible	Infogrames	★★	28
MK Mythologies	Midway	★★½	3
MLB 98	Sony CEA	★★★	1
MLB 99	Sony CEA	★★★★	9
MLB 2000	989 Studios	★★★★	21
MLB 2001	989 Studios	★★★	33
MLB 2002	Sony CEA	★★	46
MLB 2003	Sony CEA	★★★★	60
MLBPA Bottom of the 9th 99	Konami	★★★½	12
Mobil 1: Rally Championship	Electronic Arts	★★★	32
Monaco Grand Prix	Ubi Soft	★★★½	21
Monkey Hero	Take 2	★★	18

GAME	PUBLISHER	SCORE	ISSUE
Monkey Magic	Sunsoft	★	29
Monopoly	**Hasbro**	★★★	5
Monster Rancher 2	Tecmo	★★★★	26
Monster Rancher Battle Card: Episode II	Tecmo	★★★½	36
Monster Rancher Hop-A-Bout	Tecmo	★★★½	41
Monster Seed	Sunsoft	★★½	20
Monsters, Inc.	Sony CEA	★★★½	51
Mort the Chicken	Crave	★½	41
Mortal Kombat: Special Forces	Midway	★½	36
Mortal Kombat 4	**Midway**	★★★½	11
❷ **Mortal Kombat Trilogy**	**Midway**	n/a	n/a

PLAY AS CHAMELEON At the Character Selection screen, choose any male ninja (except for the unmasked Sub-Zero) and hold Back + High Punch + High Kick + Run + Block. Your ninja will explode into the secret character Chameleon.

GAME	PUBLISHER	SCORE	ISSUE
Moto Racer	**Electronic Arts**	★★★★★	3
Moto Racer 2	Electronic Arts	★★★★½	14
Moto Racer World Tour	Infogrames	★★★★	40
Motocross Mania	Take 2	★	48
Motorhead	Fox Interactive	★★★½	14
Mr. Domino	Acclaim	★★★½	15
Mr. Driller	Namco	★★★★	33
Ms. Pac-Man Maze Madness	Namco	★★★★	38
MTV Music Generator	Codemasters	★★★★	28
MTV Sports: Pure Ride	THQ	★★★½	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	★	39
MTV Sports: Snowboarding	THQ	★★★½	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	★★	45
The Mummy	Konami	★★★	41
Muppet Monster Adventure	Midway	★★★★	39
Muppet Race Mania	Midway	★★★½	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	★★½	35
N20	Fox Interactive	★★	11
Nagano Winter Olympics 98	Konami	★★	6
NASCAR 98	**EA Sports**	★★★★	3
NASCAR 99	**EA Sports**	★★★★	14
NASCAR 2000	EA Sports	★★★★	26
NASCAR 2001	EA Sports	★★½	38
NASCAR Heat	Hasbro	★★★½	40
NASCAR Rumble	Electronic Arts	★★★½	31
NASCAR Thunder 2002	EA Sports	★★	52
NBA Fastbreak 98	Midway	★★½	4
NBA Hoopz	Midway	★★★	43
NBA In the Zone 98	Konami	★★½	7
NBA In the Zone 99	Konami	★★★½	19
NBA In the Zone 2000	Konami	★★½	28
NBA Live 98	EA Sports	★★★★½	3
NBA Live 99	EA Sports	★★★★	16
NBA Live 2000	EA Sports	★★★★½	28
NBA Live 2001	EA Sports	★★★★	39
NBA Live 2002	EA Sports	★★★½	53
NBA ShootOut 98	Sony CEA	★★★½	8
NBA ShootOut 2000	989 Studios	★★★	30
NBA ShootOut 2001	989 Studios	★★½	39
NBA ShootOut 2002	Sony CEA	★★★½	50
NBA ShootOut 2003	Sony CEA	★★★½	63
NBA Showtime: NBA on NBC	Midway	★★★	28
NBA Tonight	ESPN Digital	★★★	14
NCAA Final Four 99	989 Studios	★★★½	18
NCAA Final Four 2000	989 Studios	★★★½	28
NCAA Final Four 2001	Sony CEA	★★	40
NCAA Football 98	EA Sports	★★	2
NCAA Football 99	EA Sports	★★★★½	12
NCAA Football 2000	EA Sports	★★★★	25
NCAA Football 2001	EA Sports	★★★½	36
NCAA GameBreaker 98	Sony CEA	★★★★	4
NCAA GameBreaker 99	989 Studios	★★★★	15
NCAA GameBreaker 2000	989 Studios	★★★	25
NCAA GameBreaker 2001	Sony CEA	★★½	37
NCAA March Madness 98	EA Sports	★★★★	7
NCAA March Madness 99	EA Sports	★★★	18
NCAA March Madness 2000	EA Sports	★★★★	29
NCAA March Madness 2001	EA Sports	★★	41

REPLAY FORUM

CLONE WARS: EASY KILL

While playing *Clone Wars*, I discovered an easy way to dispose of the Protodeka at the end of the Conquest of Raxus Prime campaign.

The mission opens with Obi Wan in a Republican fighter tank on one side, the Protodeka on the other, and the recently destroyed crane structure in the middle.

Sidle your tank around the crane until you can see the tiniest corner of one of the Protodeka's extensions. Then blast it with your lasers until it's destroyed. Easy.

The only downside is that the resulting explosion will be less than spectacular, as the crane will obscure much of your view. But it's a small price to pay for an easy kill.

Jordon Lewis
JORDOOM@msn.com

RATCHET & CLANK: HOVER TROUBLE

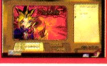
Tell me, what's the best way to get past the Blackwater City hoverboard race in *Ratchet & Clank*? I've been trying to beat it.

Charlie Schmidlin
Calvincrzy@aol.com

The only trick for beating this race is perseverance. Grab as much boost as possible while avoiding the exploding crates, and don't fall off the track.

We found a glitch, though. While using the Hologuise, approach the person who admits you into the race. Press △ to enter the race. You'll be able to explore the track on foot without other competitors.

GAME	PUBLISHER	SCORE	ISSUE
Nectaris: Military Madness	Jaleco	★★★★	17
Need for Speed III	**Electronic Arts**	★★★★	8
Need for Speed: High Stakes	**Electronic Arts**	★★★★½	20
Need for Speed: Porsche Unleashed	Electronic Arts	★★★½	33
Need for Speed: V-Rally	Electronic Arts	★½	3
Need for Speed: V-Rally 2	Electronic Arts	★★★½	28
Newman/Haas Racing	Psygnosis	★★	7
The Next Tetris	Hasbro	★★★	24
NFL Blitz	**Midway**	★★★★★	13
NFL Blitz 2000	**Midway**	★★★★★	24
NFL Blitz 2001	Midway	★★★½	38
NFL GameDay 98	**Sony CEA**	★★★★★	1
NFL GameDay 99	989 Studios	★★★★	13
NFL GameDay 2000	989 Studios	★★★★	25
NFL GameDay 2001	989 Studios	★★½	37
NFL GameDay 2002	Sony CEA	★★	49
NFL GameDay 2003	Sony CEA	★★★★	62
NFL Xtreme	989 Studios	★★	11
NFL Xtreme 2	989 Studios	★½	24
NHL 98	EA Sports	★★★★	2
NHL 99	EA Sports	★★★★½	15
NHL 2000	EA Sports	★★★★	26
NHL 2001	EA Sports	★★★★	38
NHL Blades of Steel 2000	Konami	★★	28
NHL Breakaway 98	Acclaim	★★★	2
NHL Championship 2000	Fox Interactive	★★★	27
NHL FaceOff 98	**Sony CEA**	★★★★★	2
NHL FaceOff 99	989 Studios	★★★★	14
NHL FaceOff 2000	989 Studios	★★★★	26
NHL FaceOff 2001	Sony CEA	★★★★½	38
NHL Rock the Rink	Electronic Arts	★★★★	32
Nick Toons Racing	Infogrames	★★★	48
Nightmare Creatures	Activision	★★★½	3
Nightmare Creatures II	Konami	★★	33
Ninja: Shadow of Darkness	Eidos	★½	15
Nuclear Strike	Electronic Arts	★★★★½	3
O.D.T.	Psygnosis	★½	15
Oddworld: Abe's Exoddus	GT Interactive	★★★★½	15
Oddworld: Abe's Oddysee	**GT Interactive**	★★★★	1
Omega Boost	Sony CEA	★★★★	25
One	ASC	★★★★	4
One Piece Mansion	Capcom	★½	50
Pac-Man World	**Namco**	★★★★½	25
Pandemonium! 2	Midway	★★★½	3
Panzer Front	Agetec	★★★½	51
PaRappa the Rapper	**Sony CEA**	★★★★★	2
Parasite Eve	**Square EA**	★★★★	12
Parasite Eve II	Square EA	★★★★½	37
Persona 2: Eternal Punishment	Atlus	★★★★	41
Peter Jacobsen's Golden Tee Golf	Infogrames	★★★½	41
PGA Tour 98	EA Sports	★★★	3
Pipe Dreams 3D	Empire Int.	★★	52
Pitfall 3D	Activision	★★	9
Planet of the Apes	Ubi Soft	★★★	63
Play With The Teletubbies	Knowledge Adv.	★★	36
Pocket Fighter	Capcom	★★★★	11
Point Blank	Namco	★★★½	6
Point Blank 2	Namco	★★★½	20
Point Blank 3	Namco	★★★½	44
Polaris SnoCross	Vatical	★★½	38
Pong	Hasbro	★★★½	27
Pool Hustler	Activision	★★★★	15
Populous: The Beginning	Electronic Arts	★½	21
Porsche Challenge	Sony CEA	★★★½	1
Power Play Sports Trivia	Ubi Soft	★★	58
Power Rangers Lightspeed Rescue	THQ	★½	40
Power Shovel	Acclaim	★★★	49
Power Soccer 2	Psygnosis	★★★	5
Power Spike Pro Beach Volleyball	Infogrames	★★½	41
The Powerpuff Girls: Chemical X-Traction	Bam	★½	51
Poy Poy	Konami	★★★	3
Pro 18 World Tour Golf	Psygnosis	★★	19
Pro Pinball: Big Race USA	Empire	★★★½	37
Pro Pinball: Fantastic Journey	Empire	★★★½	37



YU-GI-E CARDS

Head over to www.yugioh.com and send one of four stupid e-cards!

YU-GI-OH!

Create the Perfectly Ultimate Great Moth

You wanna know the real secret to beating Yu-Gi-Oh! The Duelists of the Roses? Five words: the Perfectly Ultimate Great Moth. This beast has board power of up to 5000 ATK, and you can add him to your collection after the first battle with Weevil. Here's how:

1. First, get the Cocoon of Evolution from Weevil's stack. Make this a priority at the start of a new game, and don't stop fighting against him till you've secured that all-important card.

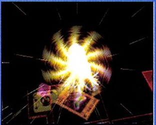
Wilford Brimley frightens us.

You'll also want to get a Larvae Moth, Petit Larvae, or Needle Worm card. Fusion any of those three with the Cocoon of Evolution to get started.

2. After the fusion, you must leave the card face up in the Defense position for six turns. Be sure the cocoon is guarded; when your opponent sees it, he'll do anything to destroy it.

That's one hot larva.

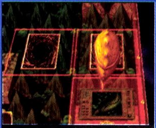
3. After six turns, the cocoon will transform. It becomes the Pupa of Moth.



Take your seizure medicine.

4. Turn Pupa of Moth face up in the Defense position for one turn. The Pupa of Moth will transform yet again… this time, into the Perfectly Ultimate Great Moth!

5. As it stands, this bad boy has a 4,000 ATK in Forest areas. Add a couple of Laser Cannon Armor cards and you can boost him up to a whopping 5,000 ATK level, making him unstoppable.



We said Pupa.

6. Better still, leave him in the Defense position. Then he'll deduct 100 ATK points from every enemy monster card on the field—including those that are face down—every turn.

It really is perfectly great.

This beast is awesome, but beware: Weevil also has him. If Weevil builds a cocoon, put all your efforts into defeating it before it becomes the Perfectly Ultimate Great Moth.

Power decrease!

Look at that Moth go!

GAME	PUBLISHER	SCORE	ISSUE
Pro Pinball: Timeshock!	Take 2	★	10
Psybadek	Psygnosis	★★	15
Punky Skunk	Jaleco	★★★	6
Putter Golf	Agetec	½	53
Puzzle Star Sweep	Agetec	★★½	43
Qbert	Hasbro	★★½	28
Quake II	Activision	★★★★	27
R-Type Delta	Agetec	★★★★½	23
R-Types	Ascii	★★★½	17
R4: Ridge Racer Type 4	Namco	★★★★	20
Racing	Agetec	½	43
Railroad Tycoon II	Take 2	★★★	30
Rainbow Six	Red Storm	★	27
Rally Cross 2	989 Studios	★★★½	15
Rampage	Midway	★★½	4
Rampage 2: Universal Tour	Midway	★	21
Rampage Through Time	Midway	★½	36
Ray Tracers	THQ	★★★	5
RayCrisis	Working Designs	★★★	38
Rayman 2: The Great Escape	Ubi Soft	★★★★	35
Rayman Brain Games	Ubi Soft	★★★	50
Rayman Rush	Ubi Soft	★★★	57
Razor Freestyle Scooter	Crave	★★★	41
RC de GO!	Acclaim	★★★★	40
RC Revenge	Acclaim	★★★½	37
RC Stunt Copter	Titus	★★★★	25
Re-Volt	Acclaim	★★	26
Ready 2 Rumble	**Midway**	★★★½	**27**
Ready 2 Rumble: Round 2	Midway	★★★	40
Red Asphalt	Interplay	★½	3
Reel Fishing	**Natsume**	★★★	**3**
Reel Fishing II	Natsume	★★	34
Resident Evil: Director's Cut	**Capcom**	★★★	**2**
Resident Evil 2	**Capcom**	★★★★★	**6**
Resident Evil 2: Dual Shock	**Capcom**	★★★★★	**13**
Resident Evil 3: Nemesis	Capcom	★★★★½	27
Resident Evil: Survivor	Capcom	★½	38
Rhapsody: A Musical Adventure	Atlus	★★★	35
Rising Zan	Agetec	★★★★	24
Risk	Hasbro	★★★★	11
Rival Schools	Capcom	★★★★	14
Riven: The Sequel to Myst	**Acclaim**	★★★★★	**6**
Road Rash 3D	**Electronic Arts**	★★★	**11**
Road Rash: Jail Break	Electronic Arts	★★	30
Rock 'Em Sock 'Em Robots	Mattel	★★★	41
Rocket Power: Team Rocket Rescue	THQ	★½	51
Rogue Trip	GT Interactive	★★★½	14
Roll Away	Psygnosis	★★★★½	13
Rollcage	Psygnosis	★★★½	19
Rollcage Stage II	Psygnosis	★★★½	31
Romance of the Three Kingdoms VI	Koei	★★	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	★	48
RPG Maker	Agetec	★★★★½	35
Rugrats: Totally Angelica	THQ	★★★½	48
Rugrats in Paris: The Movie	THQ	★★★	41
Runabout 2	Hot-B	★	36
Running Wild	989 Studios	★★	14
Rushdown	Electronic Arts	★★	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	½	45
SaGa Frontier	Sony CEA	★★★½	8
SaGa Frontier 2	Square EA	★★★½	29
Saiyuki: Journey West	Koei	★★★½	47
Saltwater Sportfishing	Agetec	★★½	52
Sammy Sosa High Heat Baseball 2001	3DO	★★	32
Sammy Sosa Softball Slam	3DO	★★	33
Samurai Shodown: Warrior's Rage	SNK	★½	36
Scooby-Doo and the Cyber Chase	THQ	★★	52
Scrabble	Hasbro	★★½	28
Sentinel Returns	Psygnosis	★★	11
Sesame Street Sports	NewKidCo	★★★½	54
Shadow Madness	Crave	★★½	19
Shadow Man	Acclaim	★½	27
Shadow Master	Psygnosis	★★★★	5
Shadow Tower	Agetec	½	28

GAME	PUBLISHER	SCORE	ISSUE
Shanghai: True Valor	Sunsoft	★★★	20
Sheep	Empire	★★★	41
③ **Shrek: Treasure Hunt**	**TDK Mediactive**	**n/a**	**n/a**

We can't find codes, but if you have some, send them our way: opm@ziffdavis.com.

GAME	PUBLISHER	SCORE	ISSUE
Shipwreckers	Psygnosis	★★★	3
Shooter: Space Shot	Agetec	★★★½	48
Shooter: Starfighter Sanvein	Agetec	★★	43
Silent Bomber	Bandai	★★★★	30
Silent Hill	**Konami**	★★★★	**18**
Silhouette Mirage	Working Designs	★★★½	29
Sim Theme Park	Electronic Arts	★★½	33
The Simpsons Wrestling	Taito	★★	45
Skullmonkeys	**Electronic Arts**	★★★★★	**6**
Skydiving Extreme	Banpresto	★½	49
Sled Storm	**Electronic Arts**	★★★★	**24**
Small Soldiers	Electronic Arts	★½	15
Smurfs	Infogrames	★★★★	29
Smurf Racer	Infogrames	★★	45
Sno-Cross Championship Racing	Crave	★½	37
Snowboarding	Agetec	★★	43
Soul of the Samurai	Konami	★½	24
South Park	Acclaim	★½	27
South Park: Chef's Luv Shack	Acclaim	★	28
South Park Rally	Acclaim	★½	29
Space Invaders	Activision	★★★	27
Spawn: The Eternal	Sony CEA	★★	4
Spec Ops: Covert Assault	Take 2	★	52
Spec Ops: Ranger Elite	Take 2	★	46
Spec Ops: Stealth Patrol	Take 2	★	34
Speed Punks	Sony CEA	★★★★½	32
Speed Racer	Jaleco	★★	8
Speedball 2100	Empire	★★½	40
Spider-Man	**Activision**	★★★★★	**37**
④ **Spider-Man 2: Enter Electro**	**Activision**	★★★½	**50**

ALEX ROSS WHITE COSTUME Complete the game on Kid mode to unlock the Alex Ross white costume.

COMPLETE TRAINING Enter CEREBRA in the Cheats menu.

GAME	PUBLISHER	SCORE	ISSUE
Spin Jam	Take 2	★½	38
⑤ **SpongeBob SquarePants**	**THQ**	★★	**51**

NEVER CHANGING That's the SuperSponge code way.

1 BGNR
2 CLMB
3 KVNF
4 WKGA
5 DFVJ
6 NGPS
7 WMCV
8 XNAD
9 HPJQ
10 QHDG
11 WFXM
12 MNTL
13 QGAV
14 LXHK
15 HGCD
16 CNXK
17 LKKV
18 PVHS
19 JAST
End WMBT

GAME	PUBLISHER	SCORE	ISSUE
Sports Car GT	Electronic Arts	★★½	21
Spyro the Dragon	**Sony CEA**	★★★★	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	★★★★½	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	★★★★★	**39**
Star Ocean: The 2nd Story	Sony CEA	★★★★½	22
Star Trek: Invasion	Activision	★★★★½	37
Star Wars Episode I: Jedi Power Battles	LucasArts	★★½	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	★★★	**25**
Star Wars Masters of Teräs Käsi	LucasArts	★★★	4
Star Wars Demolition	LucasArts	★★★½	41
Steel Reign	Sony CEA	★★★	2
Streak	GT Interactive	★★½	15
Street Fighter Alpha 3	**Capcom**	★★★★★	**21**
Street Fighter Collection	Capcom	★★★	4
Street Fighter Collection 2	Capcom	★★★	16
Street Fighter EX Plus Alpha	Capcom	★★★★	2
Street Fighter EX2 Plus	Capcom	★★★	33
Street Sk8er	Electronic Arts	★★½	19
Street Sk8er 2	Electronic Arts	★★★	32
Strider 2	Capcom	★★★½	34
Striker Pro 2000	Infogrames	★★★★	33
Strikers 1945	Agetec	★★½	44
Stuart Little 2	Sony CEA	★★½	60
Suikoden II	Konami	★★★★	26
Super Shot Soccer	Tecmo	★★★½	61
Superbike 2000	EA Sports	★½	32
SuperCross 2000	EA Sports	★½	29
SuperCross Circuit	989 Studios	★★★½	28

BIG SELLER? Even though *Yu-Gi-Oh!* is the top-selling PS1 game, it ranks 29th overall when you slot it into overall PS1 and PS2 sales.

★★★★ "What other PS1 games are you going to buy? In that respect, *Tony Hawk 4* is a clear winner."

GAME	PUBLISHER	SCORE	ISSUE
Superstar Dance Club #1 Hits!!!	XS Games	★★½	67
Surf Riders	Ubi Soft	★½	35
Sydney 2000	Eidos	★★	38
Syphon Filter	**989 Studios**	★★★★	**18**
Syphon Filter 2	989 Studios	★★★½	31
Syphon Filter 3	Sony CEA	★★★½	52
T'ai Fu	Activision	★½	19
T.R.A.G.	Sunsoft	★★★	20
Tactics Ogre	Atlus	★★★½	12
Tail Concerto	Atlus	★★★½	26
Tales of Destiny	Namco	★★★★	13
Tales of Destiny II	Namco	★★★½	49
Tarzan	**Sony CEA**	★★★½	**24**
Team Buddies	Midway	★★★½	38
Team LOSI RC Racing	Fox Interactive	★★½	13
Tekken 3	**Namco**	★★★★★	**9**
Tenchu	**Activision**	★★★★	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	★★★	37
Tennis	Agetec	★★	53
Tennis Arena	Ubi Soft	★★½	4
Test Drive 4	**Accolade**	★★★½	**3**
Test Drive 5	**Accolade**	★★★½	**15**
Test Drive 6	Infogrames	★★★½	27
Test Drive: Le Mans	Infogrames	★★½	34
Test Drive: Off-Road 3	Infogrames	★★	26
Thousand Arms	Atlus	★★★★	26
Thrasher: Skate & Destroy	Rockstar	★★★½	29
Threads of Fate	Square EA	★★★½	35
Thunder Force V	Working Designs	★★★	13
Tiger Woods 99 PGA Tour Golf	EA Sports	★★★★	16
Tiger Woods PGA Tour 2001	EA Sports	★★★½	41
Tigger's Honey Hunt	NewKidCo	★★★★	41
Time Crisis: Project Titan	Namco	★★★	45
Tiny Tank	Sony CEA	★★	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	★½	50
Tiny Toons: The Great Beanstalk	NewKidCo	★★★★	18
TOCA 2	Activision	★★★★½	27
Tom & Jerry in House Trap	Eidos	★★★	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	★★½	45
Tomb Raider II	**Eidos**	★★★★½	**4**
Tomb Raider III	**Eidos**	★★★½	**16**
Tomb Raider: Chronicles	Eidos	★★½	41
Tomb Raider: The Last Revelation	Eidos	★★★★	29
Tomba!	Sony CEA	★★★★	11
Tomba! 2: The Evil Swine Return	Sony CEA	★★★★	29
Tomorrow Never Dies	**Electronic Arts**	★★★½	**28**
Tonka Space Station	Hasbro	★★½	41
Tony Hawk's Pro Skater	**Activision**	★★★★½	**26**
Tony Hawk's Pro Skater 2	**Activision**	★★★★★	**38**
Tony Hawk's Pro Skater 3	Activision	★★★★½	51
Tony Hawk's Pro Skater 4	Activision	★★★★	64
Toonenstein: Dare to Scare	Vatical	★★½	29
Torneko: The Last Hope	Enix	★★	40
Toy Story 2	Activision	★★★	28
Toy Story Racer	Activision	★★★	44
Transformers: Beast Wars Transmetals	Bam	★	36
Trap Gunner	Atlus	★★½	13
Treasures of the Deep	Namco	★★★★	1
Trickin' Snowboarder	Capcom	★½	25
Triple Play '99	EA Sports	★★½	9
Triple Play 2000	EA Sports	★★★★½	20
Triple Play 2001	**EA Sports**	★★★★★	**32**
Triple Play Baseball	EA Sports	★★½	44
Turbo Prop Racing	Sony CEA	★★★	11
Twisted Metal III	**989 Studios**	★★½	**16**
Twisted Metal 4	**989 Studios**	★★★★	**28**
Twisted Metal: Small Brawl	Sony CEA	★★½	52
Tyco RC: Assault With a Battery	Mattel	★★	38
Ultimate 8-Ball	THQ	★★★★	22
Ultimate Fighting Championship	Crave	★★½	40
Um Jammer Lammy	Sony CEA	★★★½	24
The Unholy War	Eidos	★★★	14
Uprising X	3DO	★★★	17
Urban Chaos	Eidos	★★	33

GAME	PUBLISHER	SCORE	ISSUE
Vagrant Story	Square EA	★★★½	33
Valkyrie Profile	Enix	★★★★	36
Vampire Hunter D	Jaleco	★★	37
Vanark	Jaleco	★★★	32
Vandal Hearts II	Konami	★★★½	27
Vanguard Bandits	Working Designs	★★½	33
Vanishing Point	Acclaim	★★★½	44
Vegas Games 2000	3DO	★★★½	27
V.I.P.	Ubi Soft	★★	51
Vigilante 8	**Activision**	★★★★	**10**
Vigilante 8: Second Offense	Activision	★★★	29
Virtual Kasparov	Titus	★★	49
VR Baseball '99	Interplay	★★★½	11
VR Sports Powerboat Racing	Interplay	★	10
Vs.	THQ	★	3
Walt Disney World Quest Magical Racing Tour	Eidos	★★½	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	★★★	41
War Jetz	3DO	★★	48
WarGames: DefCon 1	MGM Interactive	★★★★	12
Warpath: Jurassic Park	Electronic Arts	★★	27
Warriors of Might and Magic	3DO	★★★	41
Warzone 2100	Eidos	★★★★	22
WCW Backstage Assault	EA Games	★★	40
WCW Mayhem	Electronic Arts	★★★½	26
WCW Nitro	**THQ**	★★½	**5**
WCW/nWo Thunder	THQ	★	17
The Weakest Link	Activision	★★★½	51
Wheel of Fortune	**Hasbro**	★★★★	**17**
Wheel of Fortune 2	Hasbro	★★★★	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	★★½	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	★½	47
Wild 9	Interplay	★★★½	15
Wild Arms 2	Sony CEA	★★★½	33
The Wild Thornberrys: Animal Adventure	Mattel	★½	41
WipeOut 3	Psygnosis	★★★★	26
Woody Woodpecker Racing	Konami	★★	40
World Cup 98	EA Sports	★★★	10
World Destruction League: Thunder Tanks	3DO	½	39
The World Is Not Enough	Electronic Arts	★★★	40
World's Scariest Police Chases	Activision	★★	47
Worms Armageddon	Hasbro	★★★½	27
Worms World Party	Ubi Soft	★★★★	55
Wu-Tang Shaolin Style	Activision	★★★	28
WWF Attitude	Acclaim	★★★★	24
WWF SmackDown!	**THQ**	★★★★½	**31**
WWF SmackDown! 2	**THQ**	★★★★★	**40**
WWF War Zone	**Acclaim**	★★★★	**12**
X-Bladez: Inline Skater	Crave	½	55
X-Files	Fox Interactive	★★★	28
X Games Pro Boarder	ESPN Digital	★★★★	14
X-Men: Children of the Atom	Acclaim	★★	6
X-Men: Mutant Academy	Activision	★★★	36
X-Men: Mutant Academy 2	Activision	★★★	50
Xena: Warrior Princess	Electronic Arts	★★★½	26
Xenogears	Square EA	★★★★	14
You Don't Know Jack!	Berkeley Systems	★★★★½	25
You Don't Know Jack! Mock 2	Sierra	★★	40
❶ **Yu-Gi-Oh!: Forbidden Memories**	**Konami**	★½	**57**

AHHH, GEEK OUT!

Violet Crystal	15052462	Vishwar Randi	78556320
Witch's Apprentice	80741828	Witty Phantom	36304921
Wodan the Resident	42883273	Wolf	49417509
Wood Clown	17511156	Wood Remains	17733394
Wretched Ghost of Darkness	17238333	Wow Warrior	69750536
Yado Karu	29380133	Yaiba Robo	10315429
Yamadron	70345785	Yamadron Ritual	29089635
Yamatano Dragon Scroll	76704943	Yami	59197169
Yaranzo	71280811	Yashinoki	41061625
Yormungarde	17115745	Zanki	30090452
Zarigun	10598400	Zera Ritual	81756897
Zera the Mant 3	69123138	Zoa	24311372
Zombie Warrior	31339260	Zone Eater	86100785

READER REVIEWS

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish every one, so keep it short, be witty, and remember that not every game deserves a 5-star rating just because you like it!

DEVIL MAY CRY 2

What you said: "In movies, sequels are never as good as the originals (*The Godfather 2* and *LOTR: The Two Towers* are the exceptions). The same can be said about games. *DMC2* is an example of this. First of all, the game is way too easy. You can finish one of the two discs in a single five-hour sitting. Plus, the bosses are as easy to beat as the regular enemies in the stages.

Also, don't try looking for a plot—there isn't one. Like most movie sequels, the story seems added on. 'Hey, let's create stages for these cool characters to fight in and *then* add a story later.' Bad.

> "Don't try looking for a plot—there isn't one. Like most movie sequels, the story seems added on."

Finally, the unlockables don't seem to merit finishing the game. Dante and Lucia's original outfits look better than the Diesel ones you unlock.

Look, Dante is still the coolest character around, and Lucia makes a great addition to the *DMC* universe, but for my money, buy the original. The sequel is just a rental."

Your Score ★★★½

J. Bernal
cydonia08@aol.com

What we said: "The game seems to have taken a step back in the 'cool moves that are also helpful' department."

Our Score ★★★

MEDAL OF HONOR: FRONTLINE

What you said: "Unlike previous *MOH* games, the multiplayer option is absent from *Frontline*, but you won't even notice. Between fighting on the beaches of Normandy, dropping a torpedo on a German U-boat, or flying away in an experimental fighter, I have yet to find enough time in the day to sleep."

Your Score ★★★½

Nick Radike
FiveRadikes@cs.com

What we said: "*Frontline* is filled with scenarios that deliver some of the most exciting gameplay you'll ever come across."

Our Score ★★★★★

.HACK//INFECTION

What you said: "The only thing stopping this from being a 5-star game are the dungeons that end at level 30. There's just so much to do even *after* you beat the game. You can raise all nine different Grunties (which is very hard to do), there's an optional boss you can try to tackle, and if you do, there's a *very* sweet reward. The thing that surprised me is that I'm still getting e-mail even *after* I beat the game. And what's Gary's problem with the battle system? I have yet to find one. Gary deserves divine retribution. Maybe Helba will hack his account."

Your Score ★★★★½

Vinko Magecic
sakuramboo@uymail.com

What we said: "The story is easily one of the most unique tales told in a console RPG."

Our Score ★★★½

SOCOM: U.S. NAVY SEALS

What you said: "*SOCOM*'s team A.I. is crap: If you ask them to do something, they do another. Tell them to throw a grenade, they throw a percussion. If you want sniper cover fire, they'll say, "Out of range" or "I don't understand." So the only sniper you can count on is yourself.

The people online are retards. They never agree with you. They just say no, then die, or yell profanities like Eminem, but without the intelligence or rhymes.

As a SEALs aficionado (note the e-mail address), I don't think *SOCOM* is true to the Navy SEALs. They don't randomly blow up fuel depots nor randomly fly helicopters during the day.

Definitely rent this one, but don't buy it."

Your Score ★★★½

hakala@navyseals.com

What we said: "There's another world inside this game—the online component—and it will rock you like a hurricane."

Our Score ★★★★★

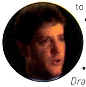
DEAD CORE In 1981, 19-year-old Jeff Dailey died of a heart attack after an intense *Berzerk* arcade session. How hardcore is that?!

ARE YOU H-CORE?

An abbreviated guide to why hardcore is cooler than you are

Being hardcore is more than just a state of mind. It's a way of life. It also means you're the type of gaming elitist who, by definition, likes some of the best and (admit it) worst that gaming has to offer. So, here's what separates the hardcore from the rest of us:

YOU KNOW YOU'RE HARDCORE WHEN...



- **Vic Ireland** is like a surrogate father to you.
- Your first reaction after seeing a cool movie trailer is, "Looks good, but the game'll suck."
- You imported the original *Dragon Ball Z* fighting game even though it was complete crap...
- ...and you're going to buy it again when it comes out here.
- You know why *Tobal 2* shouldn't be referred to as *Tobal No. 2*.
- You can tell the difference between *King's Field, Shadow Tower,* and *Eternal Ring*.
- You hate Harry Potter only because you're convinced J.K. Rowling stole and bastardized the word "Moogle" from *Final Fantasy*.
- You have pets named after game characters.
- You really want Square to put a Slime in *FFX-2*.
- You honestly believe that *FF1* was fun.
- You have cuddly **cactuars**.
- You're really pissed that *Ikaruga* isn't coming to PS2.
- You can spell *Ikaruga*.
- You know what Yu Suzuki looks like.
- You have your import store on speed dial.
- You think the commercialization of videogames is bad.
- Every year, you concoct a more elaborate plan to get into E3.
- You know the EB guy's cell phone number.
- You watch *Extended Play*, even though you hate it.

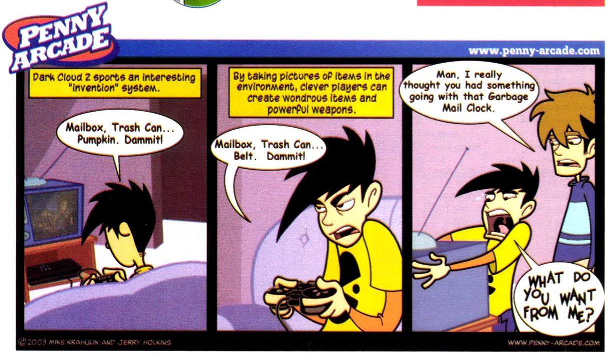
- You know that Dig Dug is **Mr. Driller**'s dad.
- You're pissed that Namco won't ever release the game revealing that knowledge in the U.S.
- You're pissed you don't get G4 even though you've seen the tease on UPN and think it looks awful.
- You can play *Contra: Shattered Soldier* while eating a Gordita without losing a life.
- You compulsively alphabetize your games.

- Your socio-political views are influenced by the job system in *Final Fantasy*.
- You've argued as to whether or not the **Vic Viper** was ever officially known as the Warp Rattler.
- Your excitement about the Vic Viper in *ZOE2* is tainted only by the fact that they turned it into a frickin' robot.
- You took time off work to play *Xenosaga*.
- You played through *Xenogears* first, just to get in the mood.
- You know Solid Snake's real name.
- You can passionately and convincingly argue why Heihachi could kick Lau's ass.

MORE CINEMAX THAN SPICE CHANNEL?

Not everyone can be hardcore, and moreover, not everyone wants to be. Here are five things from the minds of the not-hardcore.

1. Thinks Eternal Ring is a reaction to a curry burrito.
2. Thinks the terms hardcore and Final Fantasy relate to porn.
3. Knows what sunshine looks like.
4. Thinks "It's in the game" is part of the U.S. Constitution.
5. Believes a Yu Suzuki can go 0–60 in 5.2 seconds.


PENNY ARCADE
www.penny-arcade.com
Dark Cloud 2 sports an interesting "invention" system.
Mailbox, Trash Can... Pumpkin. Dammit!
By taking pictures of items in the environment, clever players can create wondrous items and powerful weapons.
Mailbox, Trash Can... Belt. Dammit!
Man, I really thought you had something going with that Garbage Mail Clock.
WHAT DO YOU WANT FROM ME?
©2003 MIKE KRAHULIK AND JERRY HOLKINS
WWW.PENNY-ARCADE.COM

P.S.A.T.

(PlayStation Aptitude Test)

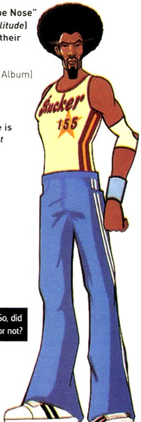
1. What is the name of the main character in *Zone of the Enders: The 2nd Runner*?
a. Manuel
b. Dingo
c. Wataru
d. Mowatt

2. How do you pronounce the name Paine (from *Final Fantasy X-2*)?
a. Pan
b. Pain
c. Pawn
d. Pine

3. *Splinter Cell*'s Sam Fisher works for which government agency?
a. FBI
b. CIA
c. NSA
d. DMV

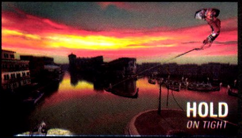
4. Weezer's "Dope Nose" (featured in *Amplitude*) is from which of their four albums?
a. *Maladroit*
b. *Weezer* (Green Album)
c. *Pinkerton*
d. *Weezer*

5. Which of these is not an *NBA Street Vol. 2* legend?
a. Biggie Little
b. Stretch
c. Bonafide
d. Drake

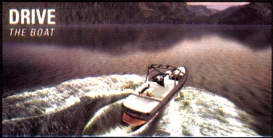


STRETCH SAYS So, did I return for *Vol.2* or not?

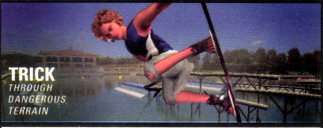
Answers: 1. b, 2. d, 3. c, 4. a, 5. d



HOLD
ON TIGHT



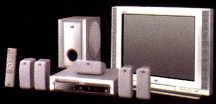
DRIVE
THE BOAT



TRICK
THROUGH DANGEROUS TERRAIN

ENTER TO WIN THE
ULTIMATE GAMER'S PACKAGE.

For more details, check out
www.wakeboardingunleashed.com



WAKEBOARDING UNLEASHED™ FEATURING SHAUN MURRAY

HANG ON FOR YOUR LIFE.

Screenshots featured are from PlayStation®2 computer entertainment system gameplay.

Water moves. Screenshots don't. For the real experience, check out www.wakeboardingunleashed.com

PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP - E
CONTENT RATED BY ESRB

PlayStation®2

XBOX

GAME BOY ADVANCE

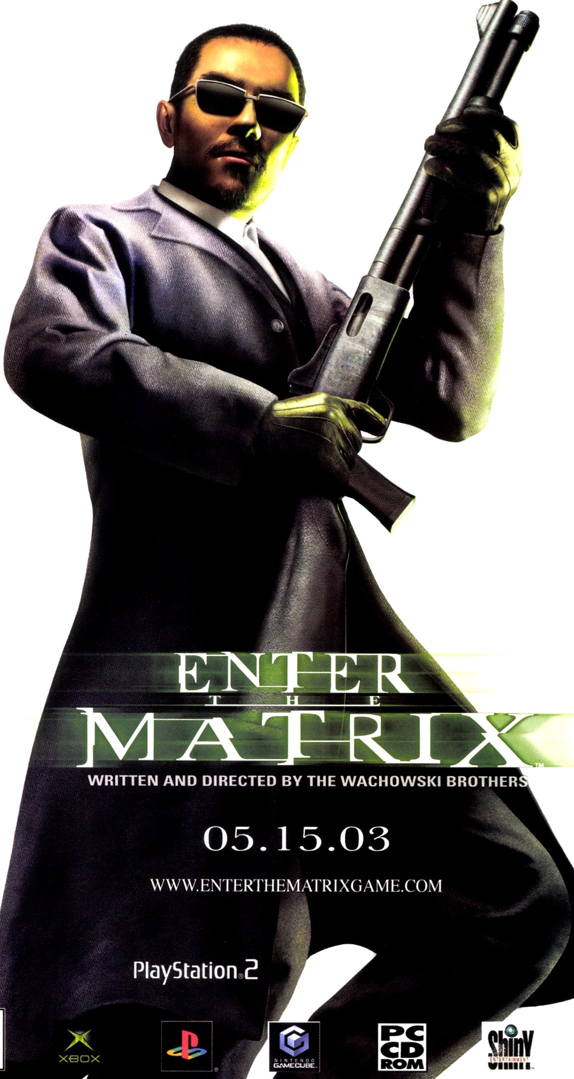
shaba GAMES

JVC The Perfect Experience

small rockets

ACTIVISION O2
activision02.com

No purchase necessary. Open to residents of the US only. Contest participants must be at least 13 years of age. Void where prohibited. Grand prize is non-transferable and non-refundable. Fill out an electronic entry form found at Activision's Web site, www.wakeboardingunleashed.com. Entries must be received by 11:59 a.m. PT on June 3, 2003. Maximum of one entry per person. For official rules visit Activision's Web site at www.wakeboardingunleashed.com or send a self-addressed stamped envelope to Wakeboarding Unleashed featuring Shaun Murray Sweepstakes, c/o Activision, 3100 Ocean Park Blvd., Santa Monica, CA 90405. Grand Prize winners must sign an affidavit of eligibility and a liability/publicity release that must be returned within 72 hours of verification of prize. In the event of noncompliance with this time period, an alternate winner will be selected. Sony Computer Entertainment America takes no responsibility for this offer. © 2003 Activision Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision O2 and Wakeboarding Unleashed are trademarks of Activision, Inc. and its affiliates. All rights reserved. Shaun Murray is a trademark of Shaun Murray. Developed by Shaba Games, LLC. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. All rights reserved. Licensed by Nintendo. Nintendo, Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation 2 computer entertainment system. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



ENTER THE MATRIX™

WRITTEN AND DIRECTED BY THE WACHOWSKI BROTHERS

05.15.03

WWW.ENTERTHEMATRIXGAME.COM

PlayStation®2

TEEN T CONTENT RATED BY ESRB

Mild Language
Suggestive Themes
Violence

XBOX

NINTENDO GAMECUBE.

PC CD ROM

Shiny ENTERTAINMENT

ATARI®

Enter The Matrix © 2003 Infogrames, Inc. under license from Warner Bros. All rights reserved. The Atari trademark and logo are the property of Infogrames. Windows is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. Manufactured and marketed by Infogrames, Inc. New York, NY Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. All Rights Reserved.

™ & © Warner Bros.
WBIE LOGO: ™ & © Warner Bros.
(s03)

NEXT MONTH

Death to Boomer.

OFFICIAL U.S.
PlayStation
MAGAZINE
June 2003
On sale May 13
EXCLUSIVE!
TOP SECRET
NAVY SEALS
GAME
•Editorial content subject to change•
Getty Images

ELECTRONIC GAMING MONTHLY

May 2003
On sale now

Enter the Matrix

EGM's entering the Matrix next month with a hands-on look at the entire game, plus interviews with the movie's actors and producers. Will this movie-based game that's only kinda based on the movie actually be worth your bullet time? Pick up your black leather overcoat from the dry cleaners and find out!

GAMENOW

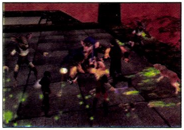
May 2003
On sale now

Angel of Darkness

The folks at *GameNOW* have a hunch that the oft-delayed *Tomb Raider* will deliver the goods, so they're devoting a wad of pages to info, strats, and other Lara Croft goodies. Plus: Look to *GN* for the latest on *Pokémon*, *Star Wars Galaxies*, and *Brute Force*, along with tons of cheats, codes, and strategies.

COMPUTER GAMING WORLD

May 2003
On sale now



EverQuest II

EverQuest may still be king of the MMORPGs, but its time is running out. Why? Because the sequel is on its way! Check out *CGW*'s exclusive hands-on report that reveals new races, lands, and more. Also featured: *Counter-Strike: Condition Zero*, *Freelancer*, and *Master of Orion III*.

Advertiser Index

A.D. Vision	41	www.advfilms.com	Infogrames, Inc.	12-13	www.infogrames.net
Activision	119	www.activision.com	Intec Inc.	95	www.inteclink.com
Amurol Confection Company	15	www.bubblegum.com	Koei Corporation	6-7	www.koeigames.com
Bandai America Inc.	69	www.bandai.com	Konami America	73	www.konami.com
Capcom USA Inc.	4-5, 49, 78-79	www.capcom.com	LucasArts Entertainment	19, 65	www.lucasarts.com
Ecko Unlimited	91	www.ecko.com	Midway Games, Inc.	17, 55	www.midway.com
Eidos Interactive, Inc.	23-27	www.eidos.com	Pricegrabber.com	39	www.pricegrabber.com
Electronic Arts	29, 31, 33, 35	www.ea.com	Sega of America	43	www.sega.com
Electronics Boutique	59	www.ebgames.com			
Full Sail Real World	45	www.fullsail.com	Sony Computer Entertainment	2-3, 122-123	www.scea.com
Gillette Company	9	www.gillette.com	Square – EA	63	www.squaresoft.com
			Take 2 Interactive Software	99	www.take2games.com
H. J. Heinz – Foodservice Division	51	www.heinz.com	THQ	124	www.thq.com

WIN A SONY SVR-3000

TiVo®

A DIGITAL NETWORK RECORDER WORTH $450

FROM OFFICIAL U.S. PlayStation MAGAZINE

JUST LOG ON TO

www.surveymonkey.com/opmsurvey

ENTER YOUR UNIQUE I.D. CODE: `OPMTIVO`

AND COMPLETE A BRIEF SURVEY. IT'S THAT EASY!

DOUBLE YOUR CHANCES OF WINNING—
Be one of the first 500 people to complete the survey.
Survey closes May 18, 2003.*

* Only one entry per household.

OFFICIAL U.S. PlayStation MAGAZINE

ZIFF DAVIS MEDIA
GAME GROUP

SO REALISTIC, YOU'LL SWEAR YOU WERE THERE. The Rocky Mountains? Merely a speed bump. The Mojave Desert? A sandbox. The Black Forest? A flower garden. Welcome to an insanely realistic new world of offroad racing. 40 massive environments, more than 20 real-world ATVs, minigames, a hard-core soundtrack, plus intensely competitive online gameplay. So find yourself a comfortable chair, sit back and get ready, because it's gonna get dirty. **BLAZE YOUR OWN TRAIL.**™

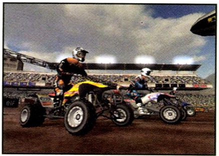
EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics

www.playstation.com ATV Offroad Fury is a trademark of Sony Computer Entertainment America Inc. Developed by Rainbow Studios. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). ©2002 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours.", "Blaze Your Own Trail" and the Online icon are trademarks of Sony Computer Entertainment America Inc.

ONLINE
BROADBAND AND DIAL-UP

rainbow™ STUDIOS

ATV Offroad Fury 2™


LIVE IN Y○UR W✕RL
PL△Y IN □URS™
PlayStation 2

© 2002, 2003 Dream Stage Entertainment, Inc. Exclusively licensed to THQ Inc. worldwide, except in Japan. THQ and its logo are registered trademarks of THQ Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

THE GLOVES IN PRIDE FC ARE SMALLER SO YOU CAN ACTUALLY FEEL AN OPPONENT'S

JAW SHATTER.

PRIDE FC FIGHTING CHAMPIONSHIPS™

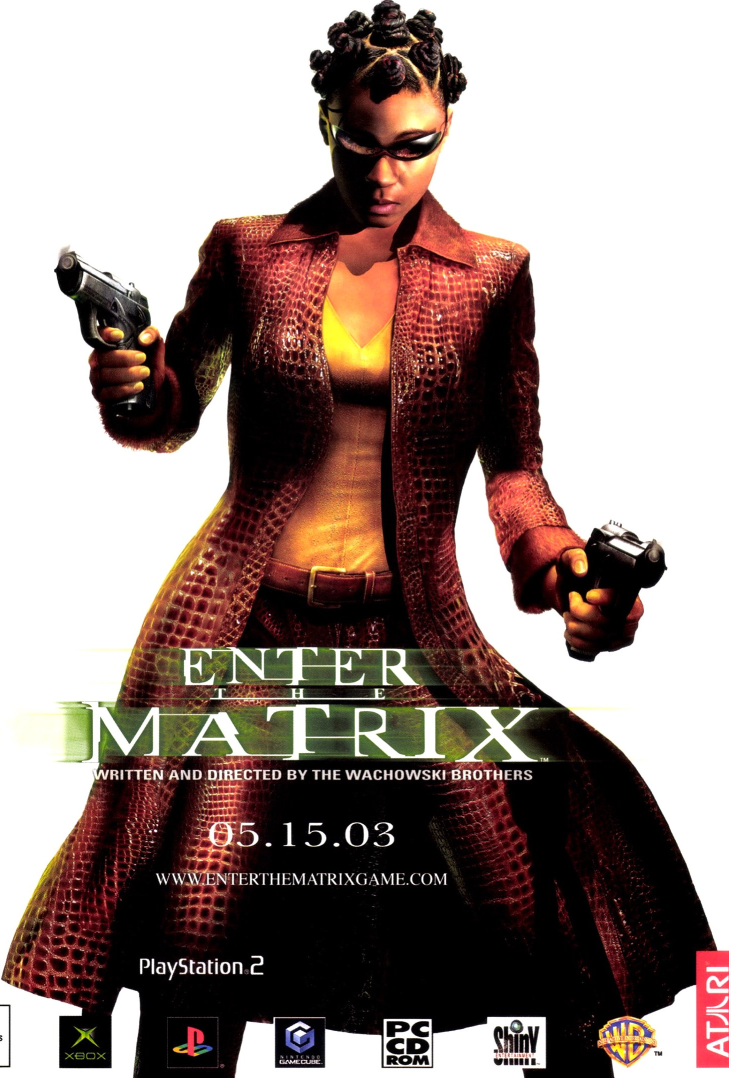
MATURE
M
CONTENT RATED BY
ESRB

Blood
Strong Lyrics
Violence

PlayStation®2

DREAM STAGE
entertainment

THQ®
www.thq.com


ENTER THE MATRIX™
WRITTEN AND DIRECTED BY THE WACHOWSKI BROTHERS
05.15.03
WWW.ENTERTHEMATRIXGAME.COM
PlayStation 2
TEEN
T
CONTENT RATED BY ESRB
Mild Language
Suggestive Themes
Violence
XBOX
NINTENDO GAMECUBE
PC CD ROM
Shiny ENTERTAINMENT
INTERACTIVE ENTERTAINMENT
ATARI

Enter The Matrix © 2003 Infogrames, Inc. under license from Warner Bros. All rights reserved. The Atari trademark and logo are the property of Infogrames. Windows is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. Manufactured and marketed by Infogrames, Inc. New York, NY. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. All Rights Reserved

™ & © Warner Bros.
WBIE LOGO: ™ & © Warner Bros.
(s03)

INPUT

What's everyone talking about? Find out here!

REMEMBER WHEN?

EA started the madness of adding a year to a sports title with 1991's *John Madden Football '92* for Sega Genesis.

Our feature and five-star review of *Midnight Club II* were met with both excitement and skepticism. "I am a huge fan of online gaming and wish to put my driving wheel to use on the gaming superhighway!" proclaims Mel Mitchell. "The first one was just OK," counters Ben Irving. "Could this one really be all that much better?" Yes, Ben. It can.

ALAN LOVES HIS NASCAR

My name is Alan, and I've been playing NASCAR games since 1991. In 1994, an idea came to mind: Create the ultimate NASCAR gaming setup!

In 1999, I bought a NASCAR Winston Cup Mini, which is a one-fourth scale car. I stripped it down to a frame and body, removing the engine, fuel lines, pedals, steering wheel, and even the suspension. I painted the car and had the decals made at a nearby decal shop.

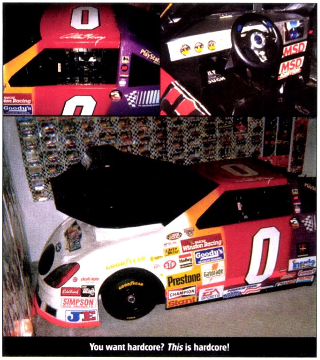
I bought a Blue Thunder wheel from Interact and dissected it a bit to fit the dashboard. I cut the gear shifter off and added more wire to reach the floorboard of the car. I secured it with Goop and duct tape, then cut off the back of the steering wheel to fit the wheel in the dash. I cut the floor panel out at the front of the car and secured the pedals.

I then bought a surround-sound system with a receiver, seven speakers, and two 10-inch sub-woofers and placed them in a bass box behind the driver's seat, where the engine was.

Next, I purchased a Sony Wega 27-inch TV and cut the fiberglass body of the car to allow the TV to sit far down to make the bottom of the screen level with the wind-shield. I used a satin pillowcase as a windshield around the TV. Then I made a window net out of duct tape. I folded strips of tape to make them skinnier, secured them with Goop, and used Velcro to attach the net to the roof so I could get get in and out. Finally, I decorated the car with decals, sponsors (like *OPM*), and tributes to Davey Allison and Dale Earnhardt (also a picture of my mom, who passed away in June 2001).

So, how much did all this cost? Well, mainly a lot of desire and heart. But the total cost was $2,158—and worth every dollar. After eight years of planning, visualizing, spending, and working, it's finally done.

Alan Henry
Candler, NC



You want hardcore? *This* is hardcore!

All this and no heater to simulate the scorching 140-degree temperatures in the cockpit? Are we supposed to be impressed?!

BUY A FRICKIN' CALENDAR

I was just reading the stellar "Opening Day" baseball coverage in the April *OPM* when I had to pause for a moment and ask myself a question: "What year is it?" For some reason, sports games like to put the *wrong* year on their games. Why is this? It's more confusing than trying to keep track of which Olsen twin is Mary-Kate and when they'll turn 18, so I can date them. Is there any logical reason that *High Heat*, *All-Star*, *MLB*, and *Slugfest* all use the year 2004, while *MVP* and *World Series* use 2003. It's mind-boggling. It's so mind-boggling and confusing that poor Todd in the "Simulation Station" portion of the article put down *High Heat 2003* instead of *2004*. Hitting the change-up in *High Heat* (the best baseball game ever!!!) is hard, but remembering what year I'm in is even harder, thanks to these stupid titles putting any year they feel like in there.

Note to game companies: BUY A FRICKIN' CALENDAR!

Jeff B
OhJTBehaaave@cs.com

It's all about marketing—trying to seem like you have the newest stuff. Most sports at least *end* in the year ahead, which we can accept. But you're right—3DO, Acclaim, and Midway need to realize that baseball always begins and ends in the *same* year. Kudos to EA and Sega for acknowledging this at the risk of looking "behind."

CONTACT OPM

Snail Mail
OPM
101 Second Street, 8th Floor
San Francisco, CA 94105

E-mail
opm@ziffdavis.com and check us out at www.playstationmagazine.com

Fax
If you need to reach us now
415.547.8777

GAMERS ARE TALKING ABOUT

From message boards to printed page

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at gamers.com.

FRENCH TICKLER

With news about *Onimusha 3* hitting just before press time, the boards were abuzz with speculation and criticism about the new direction of the series—namely, that it's now set in 2004 and pairs up Samanosuke (hero of the first *Onimusha*) with a machine-gun-toting character modeled after French actor Jean Reno.

"This game already sounds like it's gonna flop," says **EvilEmpire744**. "A modern-day French guy with a machine gun...and a samurai fighting together? That just doesn't sound like it would fit together."

ViceVice responds, "Sounds like the plot of *Shanghai Knights*."

Liquideagle tries a more subtle approach: "'Hi, I'm Samanosuke McLure! You may remember me from such crap as *2004: A French Odyssey*! This is too far, Capcom. Sending your hero into the future like this has *sooo* been done tons of times. This is seriously one of the weirdest things ever."

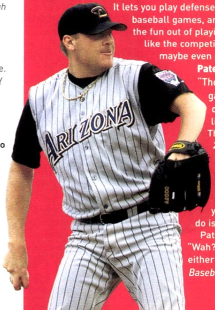
> **"I don't like the French idea, but it's better than *Devil May Cry 2*."**

GamerGuyX agrees, saying, "That is some really dumb crap and makes *Devil May Cry 2* look decent."

Not everyone hates it, though. "I am the only one who likes the new *Onimusha* so far," realizes **vicecity1986**. "What is wrong with you people on here? Do you have a life, or do you hate everything? I don't like the French idea, but it's better than *DMC2*. It's been a bad year for Capcom, so give them a break."

PLAY BALL

High Heat MLB 2004, as the first baseball game to be released this year, has been generating a lot of commentary—both positive and negative—from fans eager to get the season started.



Ohjtbehaaave posts an extensive review, saying, "*High Heat* does something well that the other games do poorly: It lets you play defense. I love playing the field in baseball games, and most games have taken the fun out of playing defense. But it looks like the competition has closed the gap and maybe even passed *High Heat* this year."

Paterson6 is less enthusiastic: "The gameplay in the *High Heat* games is great, but they don't have an online mode like *All-Star Baseball 2004*. The big problem with *ASB 2004* is hitting the ball! You get like one millisecond to move the crosshair!"

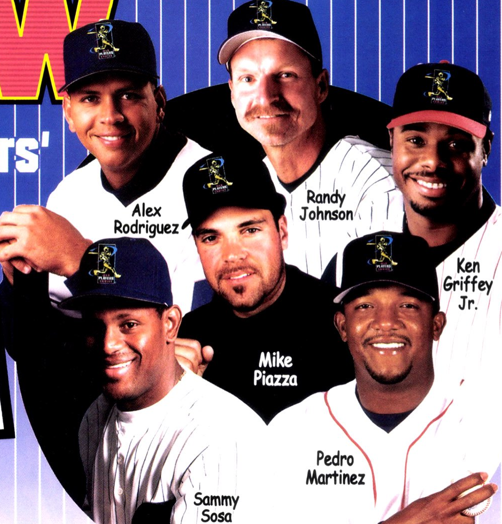
"*ASB* DOES NOT HAVE ONLINE MODE THIS YEAR," yells **ps2ball3**. "All you can do is download rosters."

Paterson6 is nonplussed: "Wah??!! Then screw that. It's either *High Heat* or *World Series Baseball 2K4*."

You're In The Big Leagues With...

BIG LEAGUE CHEW®

The Ballplayers' Bubble Gum®


Alex Rodriguez
Randy Johnson
Ken Griffey Jr.
Mike Piazza
Pedro Martinez
Sammy Sosa

BIG LEAGUE CHEW®
OFFICIAL PLAYERS CHOICE BUBBLE GUM
ORIGINAL
A WHOLE LOTTA GUM IN EVERY POUCH!
MLB PLAYERS CHOICE
NET WT 2.10 OZ 60g

BIG LEAGUE CHEW
OFFICIAL PLAYERS CHOICE BUBBLE GUM
Sour Cherry
ARTIFICIALLY FLAVORED
MLB PLAYERS CHOICE
NET WT 2.10 OZ 60g

BIG LEAGUE CHEW
OFFICIAL PLAYERS CHOICE BUBBLE GUM
Sour Apple
A WHOLE LOTTA GUM IN EVERY POUCH!
ARTIFICIALLY FLAVORED
MLB PLAYERS CHOICE
NET WT 2.10 OZ 60g

OFFICIAL PLAYERS CHOICE® BUBBLE GUM

MLB PLAYERS CHOICE®

CHEW SMART
CHOOSE BUBBLE GUM

Mouth-watering flavors hit a home run every time!

Visit our website at www.bigleaguechew.com or the Players Choice at www.bigleaguers.com

© TRNC 2002 Used under license from The Rob Nelson Company
© MLBPA Official Licensee of the Major League Baseball Player's Association

INPUT

We don't think Charles is what Christy has in mind.

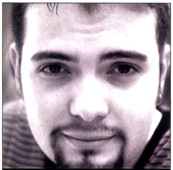
3,560 Number of websites returned in a Google.com combined search for "PlayStation" and "transvestite."

MORE COCKS, PLEASE

About all those "hot chicks" in the magazine....Although I would rather not be bombarded with them, I understand they are pleasant to the male gaming and reading experience, and therefore, I accept them. So, if you must explore the barnyard, why don't you pick up a few interesting "cocks" to go with them? You know, just to even it out.

Christy Miller
cammy80@wildmail.com

Your barnyard metaphor makes us feel vaguely dirty. Seriously, though, did you not see the February Calendar in Issue #66? Doesn't get much "cockier" than that!



Mr. Davison: an "interesting cock." Oops...he just fired us all.

DANCE DANCE REVOLUTIONS

I, like more than 2 million people, own *Grand Theft Auto: Vice City*. I love it! This game rocks! In Issue #65 on page 65, you wrote an article about great pervy moments in gaming. You attack the people (like me) who like to sit in the Pole Position for a lap dance. I was ticked at this attack, to say the least.

But then I read page 120 of Replay, where you said in order to generate money from Pole Position, you would have to *spend* $600 in order to make any. The lap dance costs only $5 for every five seconds, so it would take a great deal of time to reach $600. Aha! Now there is no way you can accuse us of wasting time. I hope you print this letter because I would love to see your response.

Derek N
Xtremen69@hotmail.com

HOOKED ON THE SIMS

I went out and bought *The Sims*. I didn't think it was any big deal. But I soon found out how addictive it is. Get a Life is great. I just like Play the Sims better. I love it so much. The first time I tried to kiss a girl, I found out what a slap felt like. Now, my lover is always asking me if I want to have a baby, but I want to get married first. With the help of cheats, I built my dream house.

But now I like it so much, I want more! So, here are the questions. Will they be making other *Sims* ports for PS2? And, the thing I like next to my PS2 is my computer. I was looking around www.thesims.com and I decided that most of all I want *The Sims Online*. And I have been looking all around, but I can't find it. So, I turn to you. What is the monthly fee for *The Sims Online*? I NEED TO KNOW!!!!!!!!!!!! And, all of you doubters, go out and buy *The Sims* right now. It will be in your best interest.

Susan Britt
sbritt@tampabay.rr.com

The monthly fee for *The Sims Online* is $9.99. You do, however, get your first month free when you buy the game. (And if you buy the limited-run Charter Edition for $74.95, you get three free months and a bunch of other goodies.) As far as we know, there are no plans yet for additional *Sims* games on PS2, but with the current version selling as well as it is (quarter of a million and counting), it's definitely a possibility.

FREEDOM

I just played your demo of *Amplitude*, but there was no Freestyle mode! Please tell me this will be in the final version!

Angela Kettle
angela.kettle@nf.sympatico.ca

Yup, it's in there. It's a bit different than in *Frequency*, but it's still there. Take a look at our feature on page 46 and the review on page 90 for more on the game.

MANA MANIA

I don't know if you can help me share my idea or not, but I think Square should remake the SNES's *Secret of Evermore* and *Secret of Mana* for PlayStation. In my mind, they were the best action-RPGs, and I think (and hope) that if I get enough people to share my view, it might happen. So whatever you guys could do to help, I would appreciate it.

Aaron Zoellner
ss3_goku@hotmail.com

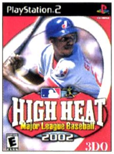
PlayStation
Legend of Mana
SQUARESOFT

They already did—sort of. It's not exactly a remake, but Square did release *Legend of Mana* in 2000. It wasn't that good, though. We gave it only a 2.5 out of 5.

WE FLUNKED THE P.S.A.T.

I was thumbing through the April 2003 issue (#67) and took the P.S.A.T. on page 120. Question 4 states: "Since the *High Heat* franchise began in 1998, how many cover athletes have represented the game?": A. Two; B. Three; C. Four; D. Five. The answer you gave was A (Schilling, Sosa). The answer is actually B. Schilling (2003, 2004), Sosa (2001), and Vladimir Guerrero (2002). So what do I get?

Todd Longmire
bdt92@attbi.com



Since it's his fault, Zuniga will bring 3DO's Trip Hawkins over to your house to cook you dinner.

SOUND FAMILIAR?

I read the preview of Square Enix's *Drag-On Dragoon* with much interest. The description of the gameplay ("ride upon a dragon and fight enemies in the sky...take out enemies on the ground via air-to-surface attacks, then dismount and enter into hand-to-hand combat") sounds really cool!

You were complaining about the name, though? I agree—the name does sound pretty lame. Perhaps they should have just named it *Drakan: The Ancients' Gates*.

Eron Hennessey
Surreal Software
Seattle, WA

For those of you who don't know, *Drakan: The Ancients' Gates* was a mostly overlooked gem of an RPG. In it, you rode upon a dragon, fought enemies in the sky, took out enemies on the ground

QUICK HITS

TO THE POINT

***Tomb Raider*. WTF? Need I say more?**

"Game Mom"
jctjmiller@yahoo.com

WTF, indeed.

ZOE 2 APPRECIATED

Thank you so much for the *Zone of the Enders 2* demo! It's so great! Number one was all right, but this one is much better. I hope the rest of the game is this good!

"psycoshawn"
psycoshawn@hehe.com

Yup. It is. Check out our review on page 96.

DON'T BE NOSY

Why do Japanese characters on TV and in videogames have large, spiky hair and pointy noses?

Rob Blomgren
cyberthief2003@yahoo.ca

Because everyone in Japan has large, spiky hair and pointy noses. Duh.

BUDOKAI!!

Why must we take this torture?! Why must *DBZ: Budokai* have such terrible graphics?!

Raz
ratz14@hotmail.com

Yet you can watch and enjoy the dated animation of the cartoon on a daily basis?

COUPLES WHO PLAY TOGETHER STAY TOGETHER

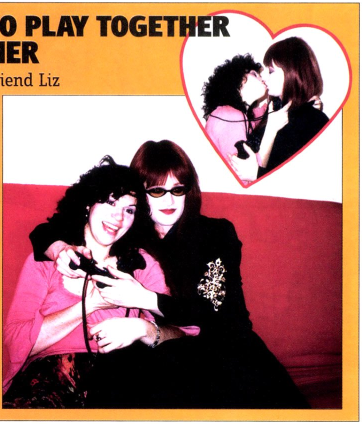
Charles and his girlfriend Liz

Enclosed are a stack of pictures of myself and my girlfriend Liz. We've been gaming together for a few months and think we'd make a nice couple for your "Couples Who Play Together Stay Together" series. I'm a lifelong gamer who enjoys survival-horror and stealth games. Liz has recently been converted into an electronic entertainment enthusiast and enjoys action games, RPGs, and fighting games.

We've noticed that *OPM* has featured a number of "alternative lifestyle" couples, and we sorta qualify for that. I'm a transvestite and Liz is...not.

Charles
New York, NY

If you and your loved one get your game on together, send us pics and you too could be featured in Input.



#1 SELLING BASEBALL GAME!*

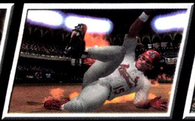
Better Than Real.

MLB SLUGFEST 20-04

game preview at midwaysports.net

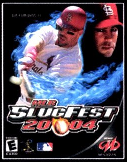
The top-selling, exclusive, adrenaline-style baseball videogame is back with a ton of new features.

Loads of ALL-NEW features like individual MLB™ player batting stances and pitching deliveries.



Ferocious adrenaline-style play lets you go in spikes high; then, relive it from any angle with the new customizable instant replay.

More than 1,500 dazzling animations offer flawless running, fielding, hitting and pitching action.



EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Violence

NINTENDO GAMECUBE.

XBOX

PlayStation 2

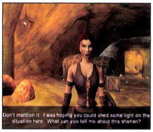
GAME BOY ADVANCE

MIDWAY SPORTS

MLB® SlugFest™ 20-04 © 2002 Midway Amusement Games, LLC. All rights reserved. SLUGFEST, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official web site at MLB.com. © MLBPA — Official Licensee, Major League Baseball Players Association. Visit The Players Choice on the web at www.bigleaguers.com. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. *Based on total sales in 2002 from TRST on the PlayStation®2 computer entertainment system.

Is her last name possibly Kramer?

DID YOU KNOW?
Mosquitoes don't need to see you to track you down at night—they can just follow the carbon dioxide you exhale.


Don't mention it. I was hoping you could shed some light on the situation here. What can you tell me about this shaman?

via air-to-surface attacks, and then dismounted to enter into hand-to-hand combat. And it was made by Surreal Software of Seattle, WA.

CONTROLLING INTEREST

I'm sure any true gamer knows the difference between console and PC gaming, the main differences being the graphics and most of all (in my opinion), the dreaded controller. When are we going to get the damn controller straightened out? When will console gaming become as alluring as PC gaming with the quality precision that only a mouse can provide? Come on. I mean, consoles have been around for quite a while; you would think that someone would have straightened out this issue by now. How about a trackball in place of the right analog stick? This would provide much more precision when aiming. At least this is how I picture it.

Dawn Summaria
dsummaria@worldnet.att.net

A specialized controller with a trackball isn't a bad idea. Some console FPS titles do feature mouse support, but they're few and far between. Personally, we don't have much trouble with the Dual Shock; maybe it would help if you set the analog sensitivity higher in your games' Option menus. Another choice would be to pick up one of those wireless Logitech pads; their analog sticks are thinner—and hence, more sensitive—than Sony's.

OLD SCHOOL

Hey guys, I love your magazine, and I hope you keep doing a good job. I was just wondering if you guys would know any good sites to buy oldie games like *Final Fantasy Tactics* and *Breath of Fire*. You would really help me if you could tell me.

SilverSurferGT@aol.com

EBgames.com has a preowned section, as does GameStop.com (not surprisingly, given its affiliation with FuncoLand, one of the first videogame resale chains). If you're having trouble finding what you're looking for at either of those places, check out eBay or Half.com, both of which tend to feature shedloads of old videogames for sale.

BADASS (WITH A GOOD ASS)

OPM, I think you have made a grave mistake in calling Dante Sparda of *Devil May Cry* the "baddest" character ever. This may have been true until this past Feb. 25. So, who could have knocked Dante from his position of baddest character ever? Solid Snake, maybe? Nope. Newcomer Sam Fisher? Not a chance. The sadistic Sweet Tooth? Nuh-uh. So, who is it? *Xenosaga*'s very own KOS-MOS!

Don't act like you don't know what I'm talking about. From the moment she emerges in the game and starts killing Gnosis with dual triple Gatling guns (that's a total of six Gatling guns!), she's just dripping with coolness. The fact that she has no emotion just adds to her coldhearted badness. Yes, *OPM*, I think PS2 has a new Queen of Badness.

P.S. She's hot, too!

Brice Simmons
GeniusWashu14m@aol.com

ASK US ANYTHING!

And we do mean *anything*

GETTIN' FRESH

Q. Do you know any games that are coming out from the Fresh Games company? I haven't seen any in a while, and *Mister Mosquito* was a sweet taste of Japan's wacky games. One word: bathtub.

Calvincrzy@aol.com

A. Eidos definitely hasn't given up on the Fresh Games imprint, but there are no details yet on new releases. Expect some news later in the year, maybe come E3.

GOLDEN WORDS

Q. On a few online gaming-news websites, there will be a story about a game "going gold." I think this had something to do with a game being ready for mass manufacturing, but why do companies need to tell people? Can't they just wait and tell us when the game has reached stores?

Nick Riley
SpideyBuddy@msn.com

A. Generally, a game is considered to have "gone gold" when it's reached its final version, the one that will be submitted to the manufacturing plant. The reason you hear about this all the time on gaming sites is because it means a game is finally finished—an especially significant event in the PC world, when games tend to get even more delayed than they do on the console side of things.

PERHAPS A NEW HOBBY IS IN ORDER?

Q. Lately, I have been doubting my ability to play games well. I have beaten two games in my whole life, and I own about 40. I can't beat the first level of *The Getaway*. I can't beat the RC helicopter mission in *Vice City*. And both *Devil May Crys* are impossible for me. What am I doing wrong?

princevegeta500@yahoo.com

A. Clearly, you're just a bit crap. You can't beat *Devil May Cry 2*? Are you holding the joypad the right way up?

FFXI LULL

Q. Recently, I have noticed you have been covering *Final Fantasy X-2* a lot more than *Final Fantasy XI*. I'm sitting here every month hoping for *FFXI* news, so I was hoping maybe this month you could give us *FFXI* fans any little detail about it. Please, anything will do.

Josh Mitchell
coal23@localgenius.com

A. How about this: According to some of our readers, Square has begun to send out invitations to a select number of people to join the U.S. beta test. We asked the folks at Square, but they were unable to comment just yet. But things are definitely looking good for a U.S. release fairly soon.

INK PROBLEMS

Q. For some reason, my fingers and thumbs get sweaty when I read you magazine. By the time I reach the end, there is a big white area where the ink has rubbed off on the front and back covers, along with many thumbprints on various pages. Can you make your magazine a little more smudgeproof?

Darin Peterson
lordgohda@hotmail.com

A. Maybe you should make your fingers more magazineproof, huh? May we suggest the AirFlo controller from Nyko?

FMV? WHAT'S THAT?

Q. What does it mean when a game is said to contain an FMV sequence? What does that stand for?

Kenneth Urbanski
originalzeke@msn.com

A. Full-motion video. Basically, any cinema in a game that is not generated on-the-fly could be considered full-motion video, although some people make a distinction between that and full-motion animation (FMA), where FMV has actual photographic video and FMA has computer- or hand-drawn images.

ABOUT A GIRL OR TWO

Q. There is this girl, and she is into Squaresoft. She's so into the company that she has all its games, even *Chocobo Racing*. I know she likes me, but there is this other girl that is superhot and also likes me but hates games and Squaresoft, too. Which should I go for: the Squaresoft chick or the superhot chick? And don't tell me to flip a freakin' quarter!! I read that letter from Issue #64...

Mike Kanthawee
squaresoft_thailander@yahoo.com

LIBERTY
IN GOD WE TRUST
2001
P

A. Well, a nickel works just as well. Or even a Sacagawea dollar. Have you tried a Sacagawea dollar? They look just like quarters, except they're gold and have Sacagawea on them. They flip as well as any quarter.

BREAKING THE RPG ADDICTION

Q. What videogame would you recommend to help me get off of my little RPG addiction? Seriously, RPGs are all I play, and I feel I need to get a new experience and test out some of the other genres.

Trish
peaceakur@aol.com

A. Check out *Jak and Daxter* or *Ratchet & Clank*; both of those give you some of the exploring and building up that you're familiar with, but without all those pesky battle sequences.

WE SAVE MORE PLANETS
BEFORE BREAKFAST
THAN MOST PEOPLE DO ALL DAY

RTX RED ROCK™

Mars needs you. A one-man army with radical tactics training and a biomechanical arsenal built into your right arm. And you're going to need it. Alien invaders have overrun our Martian colony and we're sending you to stop them. Try not to break a sweat.

www.rtxredrock.com

4 vision modes including infrared and much more.

A variety of robots and vehicles are at your command.

Torches, grenades, grappling hook—your arm has it all.

TEEN
T
CONTENT RATED BY ESRB
Violence
Blood
Mild Language
Suggestive Themes

PlayStation®2

Coming Spring 2003

LUCAS Arts

© 2003 LucasArts Entertainment Company LLC. All rights reserved. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. *RTX Red Ro* is a trademark of LucasArts Entertainment Company LLC. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

www.lucasarts.com

SPIN

News, views, opinion, wit, and wisdom.

36
X2
Mutant Madness
At the movies and on your PS2. Plus: *OPM* chats with Kelly Hu!

INSIDE SPIN

Your guide to everything PlayStation

22 Suzuki Method
When Yu talks, *you* ought to listen. We chat with Sega's guru of gaming.

28 Day Planner
What to do on April 6? What to buy on April 22? We got ya covered.

30 Zoe's World
The lovely Ms. Flower suffers from "postpixel depression."

32 Last Shot
Shooters are making a comeback—but this might be the last hurrah.

34 Sneak 'Em Up
Splinter Cell isn't the only stealth game in town. We round up the rest.

44 Still Going...
PS1 continues to crank 'em out. Also: 12 titles we'd like to see.

52 DVD Reviews
Because your PS2 plays more than just games. Plus: anime coverage!

SORDID HISTORY

A LOOK AT SEGA THROUGH THE YEARS

1965 Two U.S. companies based in Tokyo, Service Games and Rosen Enterprises, merge to form Sega. The name is derived from **SE**rvice **GA**mes. American entrepreneur David Rosen becomes CEO.

1979 Sega is effectively split in two as Rosen teams up with Japanese businessman Hayao Nakayama to buy Sega's Japanese assets. Nakayama becomes CEO.

1983 Back in the States, the videogame crash forces Gulf and Western to sell off Sega to pinball company Bally...

1984 ...while in Japan, Nakayama and Rosen's Sega is bought out by current parent company CSK, effectively forming the Sega that we know and love today.

1985 Sega Master System is released in the United States. It's more powerful than the NES, but Nintendo grabs 90 percent of the market anyway.

1989 *Welcometothenextlevel.* Genesis launched. It quickly gains a strong following.

1990 Game Gear released. Powerful but bulky and battery-sapping, it becomes Game Boy's first kill.

1992 Sega CD released. It flops.

1994 32X, a 32-bit Genesis upgrade, is released. It flops.

1995 Sega surprises everyone by sneaking Saturn into stores six months early; everyone gets pissed off. The launch is a total dud.

Master System

Genesis

Game Gear

Sega CD

32X

Saturn

Dreamcast

1997 A rattled Sega announces a merger with Bandai. The merger collapses months later.

1999 Dreamcast released. A critically acclaimed software lineup helps fuel a strong launch.

2001 Dreamcast production halted as Sega announces its exit from the hardware business and plans to reposition itself as a leading publisher.

2003 Following heavy losses, Sega announces a merger with Sammy.

38 FIGHT!
Onimusha returns
With two games and a flick

40 ALL-STAR!
Jason Giambi's a big hit
On the cover of *WSB 2K3*

46 AMPED!
Freq out, yo
With *Amplitude*'s tunes

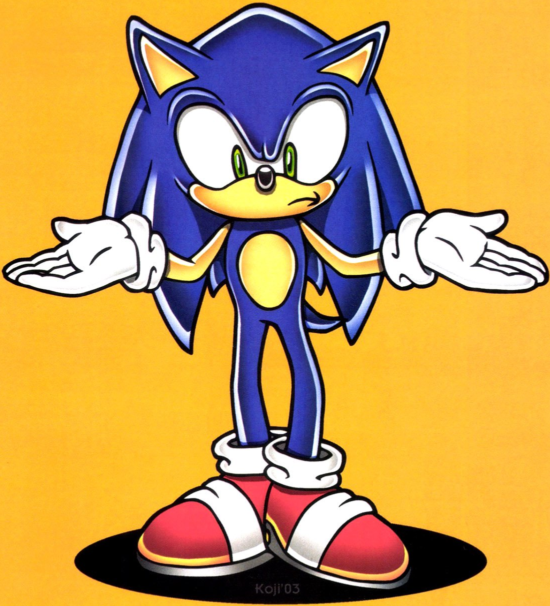


Illustration by Crystal McNair

SEGA SLUMPS

The future looks uncertain for the once mighty Sega

It sounded perfect: Sega, free from the burden of its ailing Dreamcast, would publish on all platforms and become the No. 1 software producer, surpassing even the mighty EA. That was the claim made in 2001 by COO Tetsu Kayama, and echoed by then–Sega of America president Peter Moore.

Fast forward to early this year, when we saw a much different picture. Sega announced layoffs in both Japan and America (20 percent of its San Francisco workforce). Peter Moore resigned and was snapped up by Microsoft. Sega reported earnings four times lower than expected. It was a sad sight for Sega fans. "We challenged EA directly...we completely lost," admitted Kayama.

And then came the bombshell: Sega announced it was merging with Sammy. "Sammy?!" you might ask. Despite being known in the United States primarily for its *Guilty Gear* series, Sammy is the largest maker of pachinko machines in Japan and also happens to be sitting on a prodigious pile of capital. The move makes sense: The companies have ties that go way back, and Sammy's cash could certainly help Sega's sorry financial state.

Although preparations for the merger are already under way, word has hit the *Asian Wall Street Journal* that both EA and Microsoft are interested in buying Sega, which could change things entirely (remember the Sega-Bandai merger that fell apart years ago?).

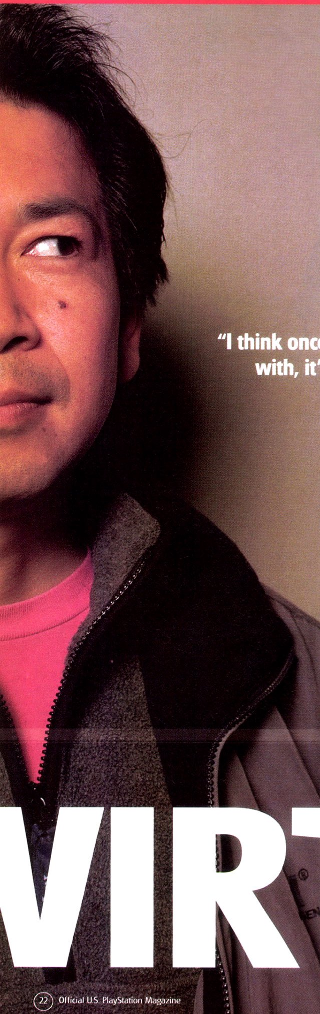
Regardless of what happens, though, Sega appears to be slowly turning itself around. Whereas Sega previously supported Xbox with exclusive content (resulting in poor sales), the company is now shying away from Microsoft's console and placing more emphasis on PS2. It's also planning to focus on bigger and better games, which can only be a good thing.

"With Sega the way it is right now, we need to pay close attention to what we do," Sega's Yu Suzuki told *OPM*. "We need to really focus on making hits."

WHAT'S NEXT FROM SUZUKI?

Virtua Fighter 4: Evolution, an enhanced version of *VF4* with new characters and improved graphics.

VIRTUOSO



Each year, the Academy of Interactive Arts and Sciences honors one member of the videogame industry with its coveted Hall of Fame award. Honoring those who have made the most enduring, groundbreaking, and seminal contributions to the world of gaming, the award is presented at the annual Interactive Achievement Awards in Las Vegas. This year's star: Sega's Yu Suzuki. Many of you may recognize him as the man behind the phenomenal *Virtua Fighter 4*, but Suzuki has a portfolio even deeper than his famed fighting franchise. He's the creative mind behind some of the finest games of the past 20 years, including *Space Harrier*, *Hang On*, *Out Run*, and *Daytona*. We took a moment to speak with Suzuki about his award, his games, and his taste in wine.

How do you feel about receiving this award?
I am very happy and extremely honored. And beyond just a personal level, I feel that having an award like this really shows how far games have come.

Will the award have any effect on your career?
Well, just because I've received this award doesn't mean I can take things easy now. If anything, the award has inspired me to want to work harder than ever.

Do you look at this as the peak of your career?
I'm not sure if this will be my peak or not, but this is definitely not the beginning. I've been in the industry for more than 20 years. But I think I'm like a fine wine that grows better with age.

So can we expect a new *Virtua Fighter* when you're, say, 65?
I'm not sure if I'll still be creating games by the time I'm 65, but I am positive that I will still be creating something. I need to create in order to stay alive.

If you weren't making games, what would you be doing?
As long as it's creative, I'll do it. I love painting, sculpting—anything art related. Maybe I could take up gardening. Or maybe even cooking. Another hobby of mine is architectural design.

Who do you play as in *VF4*?
Sarah is my favorite character, and I use her whenever I play against an experienced player. But if I'm going up against someone less accomplished, I usually go with Lei-Fei.

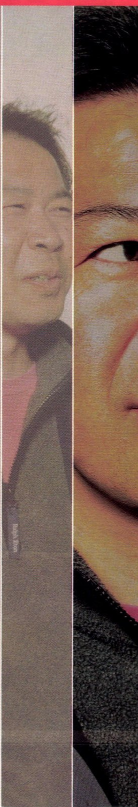
Which of the games that you've created is your favorite?
Unfortunately, I'm never satisfied with the games I make. I've never had one title where I've actually said to myself that I'm happy with what I created. I guess that's what keeps me motivated. I think once I feel like I've created a title that I'm completely satisfied with—one that I think has reached perfection—it'll be a sign that it's time to quit making games and move on.

"I think once I've created a title that I'm completely satisfied with, it'll be a sign that it's time to quit making games."

Is there any game that you'd like to return to and remake?
Nope, not at all. Rather than concentrate on the past, I'd prefer to use the lessons I've learned in making those games and apply them to titles in the future. If I *had* to choose one game, though, it would be *Space Harrier*.

What's next?
You know, since everyone seems to be talking about games maturing these days, I think it's high time that someone made a wine-tasting game. That's the game I really want to make.

We hear you're quite the wine connoisseur. What do you drink?
I like Californian wine a lot, but also Italian and French. But to get the most bang for your buck, I recommend Chilean wine because it's both tasty and cheap.



photos by Shuji Kobayashi

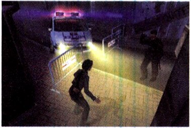
ML4JL

tombraider.com

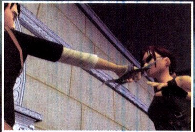
Out of the tombs. Into hell.

New 3D Engine and character control take full advantage of the latest technology.

Stealth and hand-to-hand attacks help remove anyone in your path.



The gritty urban underbelly of Europe offers whole new environments.



Player/character Kurtis Trent brings his own distinct gameplay mechanics.

A bloody crime scene. A ritual killing. A shocking suspect. And so the daring pursuit of good becomes the desperate flight from evil. And if the dark forces arrayed against her believe she's incapable of the ultimate, they're about to learn a painful lesson: Payback's a bitch.

TEEN
T
CONTENT RATED BY ESRB
Blood
Violence

PC CD

core design

EIDOS INTERACTIVE

© 2003 Core Design Limited. Lara Croft, Tomb Raider and Core are registered trademarks of Core Design Ltd. Lara Croft Tomb Raider: The Angel of Darkness, the Tomb Raider logo and the Core Design logo are trademarks of Core Design Ltd. Eidos Interactive and the

PlayStation®2

LARA CROFT
TOMB
RAIDER™
the angel of darkness

Eidos logo are trademarks of the Eidos Group of Companies. All rights reserved. “PlayStation” and the “PS” Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

SPIN

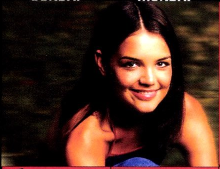
The taxman cometh.

GIVING PAYS OFF
Don't just toss out those old games. Donate them to an accredited charity, then claim the handy tax deduction.

DATEBOOK

APRIL 2K3

SUNDAY | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY

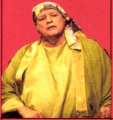


1 Game releases: ***BMX XXX Uncensored***

On DVD: ***Dawson's Creek: The First Season, The Truth About Charlie,*** **and** ***City Slickers 2: The Legend of Curly's Gold***. Now, if only Billy Crystal would release *My Giant*.

2

3 **Marlon Brando** (b. 1924)



4 The oft-delayed ***Phone Booth*** starring Colin Farrell tries to hit theaters again today.

5 **NCAA Final Four** weekend in New Orleans begins (championship game on April 7). How's your bracket?

6 This is a good time to tell your parents to stop watching ***My Big Fat Greek Life*** at 8 p.m. on CBS. ***The Simpsons*** is on!!

Don't worry about adjusting your PS2 at 2 a.m. It already knows about **Daylight Savings Time.**

7 Will Norah Jones give her dad, **Ravi Shankar**, one of her five Grammys for his 83rd birthday?

8 Which new release would **Buddha** (b. 563 B.C.) want for his birthday:

a. Evil Dead: A Fistful of Boomstick
b. Midnight Club II
c. Splinter Cell
d. FF Origins

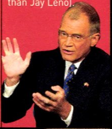
Answer: d. Buddha doesn't own a PS2.

9

10

11 ***Harry Potter and the Chamber of Secrets*** **appears on DVD today. Now, if we could just get our hands on book five.**

12 **David Letterman** is 56 (and still funnier than Jay Leno).



13 People said that when **Thomas Jefferson** (b. 1743) returned from a visit to France, he was a bit of a "dandy." Sound like a certain *OPM* editor?

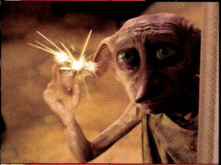
14 Don't forget to do your taxes by tomorrow. Spend that tax return on ***Breakin 2: Electric Boogaloo*** on DVD. Or pick up that *Simpsons* wannabe ***Family Guy: Volume One***.

15

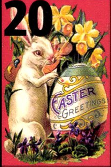
16 **MOVIE MATHEMATICS**

Crouching Tiger, Hidden Dragon + Dude, Where's My Car = ***Bulletproof Monk***

Best in Show + Peter, Paul & Mary = ***A Mighty Wind***



20



21 Start hardening your plants for outdoor planting by gradually exposing them to harsh outdoor conditions.

22 ***Colin McRae Rally 3*** releases today. Speed on over to your local EB and pick it up.

23

25 This is an extremely slow month for movies. Unless you're dying to see crap like ***From Justin to Kelly: A Tale of American Idols.***

Justin to Kelly

26 This would be a good time to check **gamers.com** to see if any publishers are sneaking out screens of their E3 games.

27

28 **Jay Leno** is 53 and about as funny as Carrot Top on sedatives.

29 How creepy was that knife-in-the-glass-eye trick in *Gangs of New York*? Method actor **Daniel Day-Lewis** is 46.

30

rise up
against gravity.
NBA 2ST volume 2
STREETBALL: FOREVER CHANGED.
BULLS
23

We, the airborne, refuse to be held down by the oppressive laws of physics any longer. We defy the forces of nature. We will be earthbound no more. Gravity is no match for our righteous hops. Everyday, our ranks grow by leaps and bounds. We are towering titans above the rim. And in the stratosphere, our soles are free.

STEAL THIS GAME!
Never played the original *Grand Theft Auto?* If you've got a PC, you can download the entire thing from www.rockstargames.com/classics.

A State of G-Phoria

This summer, G4, the cable network dedicated to videogames, is hosting G-Phoria, an event that will bring together hundreds of developers, actors, and musicians to celebrate games. Look for it live from Hollywood on July 30.

ZOE'S WORLD

RECURRING FANTASY

I wonder if anyone else feels the way I do when I finish a game I really love. Call me crazy, but when I wake up the next day, I've got an empty feeling inside. I've dubbed this "postpixel depression," and little can be done to help me recover. Maybe shopping for shoes—but little else.

Recently, I devoured the entire *Harry Potter* series, leaving me craving more Hogwarts adventures. I comforted myself with the most recent season of *Sex and the City,* which left me with cravings I could subdue only by escaping into the immersive world of *Final Fantasy X*. But not even shiny new black leather boots can console me as I mourn the loss of Tidus and Yuna from my daily screen time now that the game is done.

Granted, it took me awhile to get into *FFX,* but I wanted to be able to give all of my attention to such a worthy title. I learned from previous RPG experiences that these kinds of games are much better when you give yourself wholly to the experience (read: no sleep for three days at a time), rather than chipping away at it between loads of laundry. *FFVII* had proved to be my most memorable gaming experience to date, and for years, whenever I heard a rumor of Cloud or Aeris returning for a sequel, I would fill with elation and anticipation

But it's with mixed emotions that I prepare for the arrival of *FFX-2,* the first true sequel in the series. After all, when a game arouses this much passion, it's bound to create hype it could never possibly live up to. I witnessed the same thing when *Metal Gear Solid 2* was released, and even I (lover of all things Snake and stalker of man named Kojima) sensed a certain letdown despite *MGS2* being a really great game. Think of it like a first kiss: The inaugural playthrough is so memorable, you hope you can relive that same virgin spark over and over again. Sorry, not possible. No matter how much you love a game, you'll have expectations tinged by your first-time experience, and that's bound to overshadow a sequel's offerings.

Don't believe me? I can't tell you how many *Final Fantasy* fanatics have e-mailed me about their fears, excitement, and outrage over the sequel. Is Yuna really a whore now? Did she spend her summer cavorting in corruption with some Xbox *Beach Volleyball* hussies? Does she think showing skin will reverse the obvious sexual preferences of Tidus? And yet, every single fan will be in line for a copy, all hoping to relive their first kiss.

As for me, I'll be there awaiting an old flame, hoping for a warm rendezvous and three-day fling before I have to console myself at the shoe store one more time.

Zoe Flower writes, illustrates, and does funky things in front of a TV camera. www.zoeflower.com

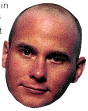
CAR TUNES

Rockstar's Terry Donovan dishes on the Midnight Club II soundtrack

As we revealed in last month's exclusive *Midnight Club II* review, the game is a real treat for hardcore racing-game fans—but it's a buzz for hardcore music fans, too, as it plunders hip-hop, trance, techno, and house labels for its eclectic soundscape.

"We had some fairly lofty ambitions, and I'll admit we were a little daunted," says Rockstar's Terry Donovan. "With three such culturally diverse cities [L.A., Paris, and Tokyo], we had a fairly broad canvas to work with. The first *Midnight Club* was pretty hard sonically, with tracks from Transmat, Dynamic Tension, and Moving Shadow records. This time, we felt we needed to include a greater variety of music, both in style and tempo, to add depth and personality to the characters and distinctly separate the cities."

In L.A., Rockstar opted for a healthy mix of hip-hop and house music, with a little reggae thrown in for good measure. "The hip-hop is truly superb," Donovan says. "There are a couple of tracks recorded specifically for the game, like the emotive and sweepingly moody 'Midnight Club Theme,' by Agallah." Masta Ace is in there too, featuring the Tommy Tee track 'What Is It.' And if you listen closely, you'll find a classic Chakademus track courtesy of the mighty Greensleeves reggae label.



"Paris is a totally different vibe, with arguably three of the best twisted disco-house tracks ever recorded," Donovan notes. "Thomas Banghalter is one half of Daft Punk; as a side project, he released two EPs called Trax on da Rox on his vinyl-only Roule label. We loved these tracks for years—to us, they defined Parisian intensity. We threw in the incredibly talented Felix Da Housecat, who delivers his heady cocktail of driving Chicago house and twisted European electroclash infusions. 'Silver Screen Shower Scene' probably stands out as the signature track, along with the Banghalter tracks. As you get halfway through Paris, the pace of the game really begins to pick up, and you find yourself listening to epic trance classics courtesy of Platipus Records' 'Art of Trance.'"

What of Tokyo? "I've only scratched the surface there, but from there on in, it really begins to heat up," Donovan tells us, playing it a bit coy. "I don't really want to spoil too much for people that get to Tokyo, but suffice it to say, it's fierce."

OVERHEARD

"GTA came from Pac-Man. The dots are the little people. There's me in my little yellow car. And the ghosts are police."

–David Jones, founder of DMA Designs (developer of *Grand Theft Auto*), reveals his inspiration for the series.

DATA STREAM

Middle East Prince

Ubi Soft's Montreal studio (*Splinter Cell*) is reviving the *Prince of Persia* series this fall with a new 3D PS2 installment called *The Sands of Time*.

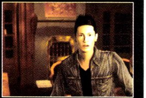
Online Arthurs?

Jumping straight out of the bin of unnecessary game ideas is *Ghouls 'n' Ghosts Online*, a massively multiplayer action RPG for PS2 that allows hundreds of *Ghouls 'n' Ghosts* fans to run around together.

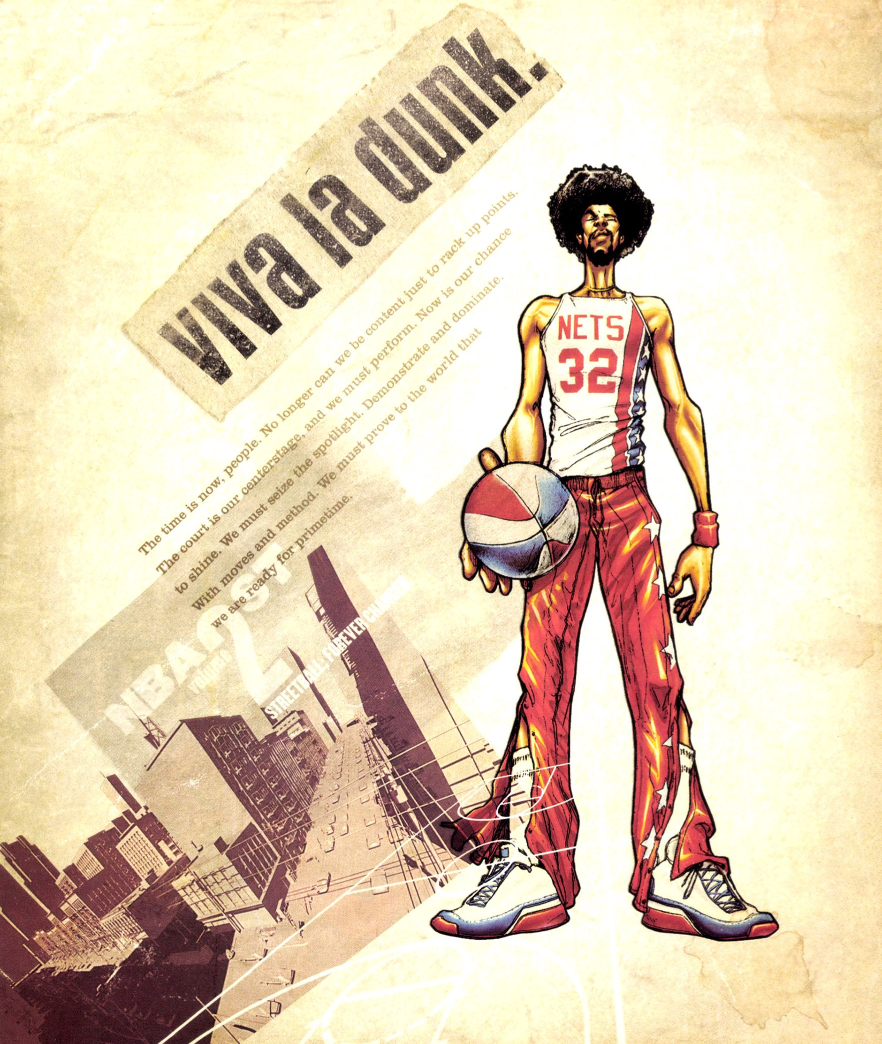
Deep Space 9

Majesco has revealed its new PS2 sci-fi third-person action-adventure game, *Black 9*. Due out in November, it features a deep story line, multiple characters, and an emphasis on RPG-style stats and leveling.

Stylized Horror



From Capcom comes *Glass Rose*, a suspense-adventure title for PS2. The game is said to use psychological terror instead of simple shock value and features a distinct visual style based on the Art Nouveau movement of the early 1900s.


viva la dunk.
NBA ST
VOLUME 2
STREETBALL. FOREVER CHANGED.
NETS
32

The time is now, people. No longer can we be content just to rack up points. The court is our centerstage, and we must perform. Now is our chance to shine. We must seize the spotlight. Demonstrate and dominate. With moves and method. We must prove to the world that we are ready for primetime.

WHAT ABOUT TREASURE'S IKARUGA?
While this shooter was once planned for PS2, the cost to port the arcade game to GameCube proved much cheaper (because of its similar hardware), so that's where it ended up.

TIME FOR ONE LAST SHOT

2003 will mark either a rebirth for shooters or the unfortunate death of a genre.

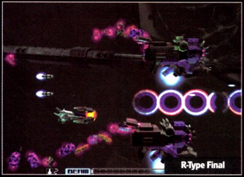
Quick: Start naming some of your favorite PS2 shooters. What's that? You can't? That's right, because there AREN'T ANY. OK, so maybe you've played *Gradius III & IV* (yay, ports of old stuff) or *Silpheed* (a game touched by Treasure for all of two months)—but that's it. Let's face it: The shooter genre is all but dead.

Or at least we thought so. In 2003, we're experiencing what might be a renaissance for the genre. Konami is reviving the *Gradius* franchise with a brilliant-looking fifth installment that's being developed by veteran shooter makers Treasure (who also worked on the original game). Irem has announced it's resurrecting the *R-Type* franchise with a brand-new PS2 installment called *R-Type Final*. And acclaimed Japanese developer Cave is working on *Do DonPachi Daioujou*, a sequel to the Japanese cult hit *DonPachi* (see page 44 for more on that one). It sounds like 2003 could be a dream come true for shooter fans.

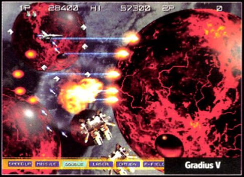
But before you get too excited, listen to this: These new sequels may very well be the last great shooters you'll ever play. It's a sad fact, but shooters just don't make money, and game publishers don't want to take chances on them anymore. That's why Irem has already stated that *R-Type Final* will be the last game in the series (hence the name). In fact, were it not for a certain producer at the company, we wouldn't even be getting *Final*—he managed to convince the higher-ups to let him to make one last, ultimate *R-Type*, if only for the fans who've supported the franchise over the years. And if *Gradius V* or *DonPachi* bomb, don't expect Konami or Cave to offer up more shooters anytime soon.

That's where we, the gamers, come in. If Konami, Irem, and Cave deliver on these sequels, we need to use our buying power to show them that shooter fans still exist. It's up to *us* to prove it's time for shooters to make a comeback. Who knows? We might even be able to change Irem's mind about making this the final *R-Type*.

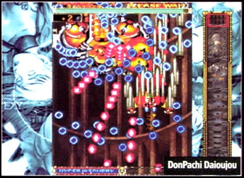
After all, *Final Fantasy* was supposed to be Square's last RPG, and we all know what happened there.

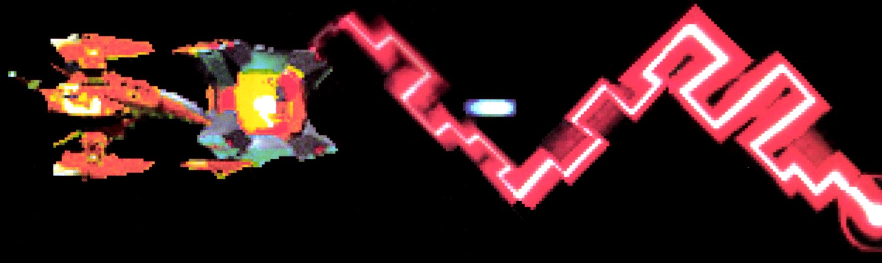


R-Type Final



Gradius V


DonPachi Daioujou



take to the street.
NBA ST
volume 2
STREETBALL; FOREVER CHANGED.

A revolution is sweeping the streets. Changing the game forever. So throw off your tired tricks. Your played moves. The limits are gone. It's all about freedom now. The freedom of possibilities. Of opportunity. The freedom to control your own future. The freedom to play your game, your way. The revolution is here. Viva la revolution.

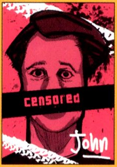
SONY PROMOTES ONLINE DEVELOPMENT

In order to help spur the development of online games, Sony recently told publishers that online titles would be exempt from the standard Sony license fees.

Finally, Space Channel 5
Sega's funky music-based *Space Channel 5* games appear to be finally headed to America this summer. You can thank Agetec.

THE WATCHDOG

ADULT FOR ADULT'S SAKE



My column on *BMX XXX* and censorship generated a spate of mail, so first, let me thank you all for writing in (it's nice to see that people actually read this). Second, I was interested to find that most of you who wrote were less worried about the potential censorship issues than the fact that at the end of the day, you believed the real problem with *BMX XXX* was simply that it's kind of stupid.

This general opinion is well expressed in an e-mail from Carlos, who wrote: "I was really curious about how *BMX XXX* would turn out. I can see both sides of the argument for allowing all the original material to be released, and also the need to tone things down. In my opinion, [it was all] a marketing ploy. The adult themes in that game would serve no purpose other than to be a selling point—they added nothing to the gameplay. I'm all for adult videogames, no matter what the platform. But if we are going to open that avenue for gamers, how about doing it right? Make the nudity part of the plot, not just something for a 16-year-old boy to giggle at."

That's a significant point. Whatever one thinks of games like *Grand Theft Auto*, the violence and adult themes in that series are necessary to both the plot and the gameplay. In *GTA*, in fact, the moral decisions one makes have a lot to do with whether one gets ahead (although the morals in the game are admittedly in a rather narrow range—from bad to worse). No sane adult thinks kids should play a game like that, but for adults, it offers something beyond the cheap thrill of prurience (I love that word).

I'm not privy to the thoughts that went on over at Sony when the company told Acclaim to cover up the nipples in *XXX*. But I wouldn't be surprised if Sony looked at what the nudity brought to the game and weighed it against the headaches it would bring to the platform. Ultimately, the adult content in *XXX* was about computerized bosoms and nothing else—the game doesn't really play any differently whether or not the girls are topless. Perhaps Sony decided it just didn't want the PS2 platform to host the videogame equivalent of a stupid teen sex comedy.

On an aesthetic level, at the very least, I can get behind that. I agree with what Carlos said: If you're going to put adult themes into your games, do it in an adult way. Sixteen-year-olds have enough to snigger about as it is.

See? Scalzi really does read your e-mail. Tell him your thoughts on this and other issues at john@scalzi.com.

Photo: Corbis

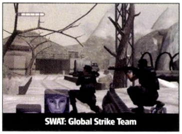
WAR GAMES

Because more and more people feel the need to take matters into their own hands

With all that's going on in the world right now, it seems only natural that military games would increase in popularity—which they most certainly have. But there's a certain type of military game that's getting the most attention these days: those involving task forces, covert ops, and espionage. The recently released *Ghost Recon* is selling surprisingly well, and this month's cover star *Splinter Cell* already has a massive buzz surrounding it. These are only the start of a slate of similar games hitting over the next year. Take a look at what we mean:

Syphon Filter Online Though Gabe and Lian Xing return, they're no longer the center of attention in SCEA's game. Word has it that this first online installment focuses more on team play, like *SOCOM* and will also cover more realistic covert operations like *Splinter Cell*. Expect to see first screens and info emerging in the next month or so.

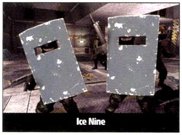
Ice Nine Despite the unconventional name, *Ice Nine* may be worth keeping an eye out for, if only for the fact that the executive producer of *Splinter Cell* is working on it. You're a CIA agent who sets out to stop Chinese terrorists attempting to spread the Ice Nine computer virus across the world. Expect some really stunning visuals and high production values.

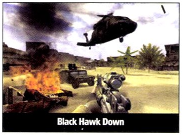

SWAT: Global Strike Team

Metal Gear Solid 3 Good news: Hideo Kojima is back on board. "The outcry from the fans has been overwhelming," Kojima says, "and I'm convinced there are enough new ideas for another Metal Gear." Even better news? The game will debut at the Electronic Entertainment Expo (E3) in May. Maybe then we'll also hear more about its rumored subtitle: *The Patriots*.

SWAT: Global Strike Team Based on the real-life SWAT organization, the *SWAT: GST* is an organization tasked with defending the lives of the innocent. And if that means kicking some ass in the process, so be it.

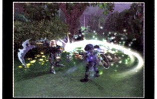
Delta Force: Black Hawk Down Although it's not based on the eponymous movie, *Black Hawk Down* focuses on the special operations in Mogadishu. As a Special Forces member, you and your team participate in missions that occurred before the movie's timeframe.


Ice Nine

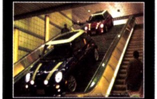

Black Hawk Down

DATA STREAM

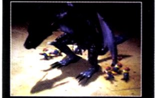
Maximo Is Baximo


For those of you wondering if *Maximo 2* is still coming, here he is. Look for it this fall.

Italian Job (Again)


Eidos is working on its own *Italian Job* game, this one based on Paramount's remake starring Mark Wahlberg.

FFXI's Competition


Sony has revealed *Arc the Lad Online* for PS2. Players get to team up, similar to *FFXI*.

Play As Mr. White

SCi is working on a PS2 game based on the classic Tarantino film *Reservoir Dogs*.

Driver: The Movie

Impact Pictures is working on a movie based on the Driver series for release in summer 2004. Right around the time that *Driver 3* is supposed to hit.

NBA STREET Vol. 2

streetball will never be the same.

EVERYONE
E
CONTENT RATED BY
ESRB

PlayStation®2

XBOX

NINTENDO GAMECUBE

nba.com

EA SPORTS BIG™

easportsbig.com

© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc © 2003 NBA Properties, Inc. All Rights Reserved. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All other trademarks are the property of their respective owners. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

She should probably clip her nails.

LOGAN SKYWALKER?
Former Jedi Mark Hamill voices Wolvie in *Revenge*—and quite well! Don't believe us? Just check out this month's demo DVD!

X APPEAL

Wolverine returns to the X-Men on the big screen, and goes solo in his own action-adventure game

As you can tell from the title, mid-April's *X2: Wolverine's Revenge* ties into the X-Men movie sequel, *X2*, due out May 2. But it's not simply a game of the movie. "The game always had its own standalone story line created by [Wolverine comics writer] Larry Hama and [developer] Genepool," says Rob Letts, senior producer at Activision U.K. "When the *X2* movie tie-in opportunity came along, it was serendipitous that we shared some of the same characters and locations."

Another commonality the movie and game share is a full exploration into Wolverine's past. For *X2*, Hugh Jackman returns to his feral role. "Wolverine is getting closer and closer to finding out his past," Jackman told Yahoo! Movies. "The clues are starting to come together. By the end of the movie, he gets a pretty darn good idea of what his past is all about."

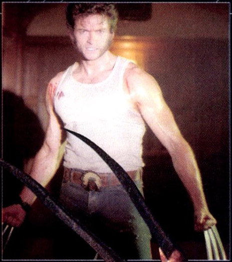
The game begins in 1968 during Department H's Weapon X project. Wolverine, with the unbreakable adamantium alloy freshly grafted to his skeleton, is suitably furious about his predicament. "We're giving players the opportunity to play out a part of Wolverine's origin," says Letts.

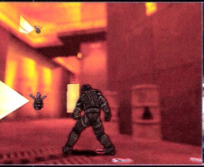
Things get more contemporary when the game forwards to present day and Wolvie discovers that a virus known as Shiva has kicked in after lying dormant in his system. He's now got 48 hours to live. "Whoever put the metal into his system also put the virus there," Letts reveals, "which means he's gotta go back to the Weapon X facility to find a cure."

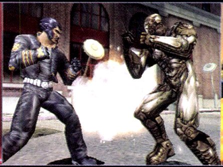
Adamantium claws drawn, Wolverine offers plenty for hack-and-slash action-game fans. Those wanting a deeper experience however, might opt to enter "stealth mode," where they can put Wolvie's heightened senses to good use. "This mode allows players to see thermal imprints," Letts informs. "They can track where people have been walking and can see thermal glows around entities in the game."

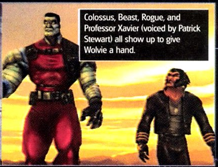
However you choose to play, the plentiful attack animations will surely impress. "Some of the combat moves he pulls off against multiple enemies at the same time, I think, are going to be unlike anything seen in videogames before," boasts Letts.

Frankly, we're just happy to see an X-Men game without *Mutant Academy* or *Next Dimension* in the title.









Colossus, Beast, Rogue, and Professor Xavier (voiced by Patrick Stewart) all show up to give Wolvie a hand.

Read This

Now available in trade paperback format, *Origin* offers something many of us thought we'd never see: It shows Wolverine's early years—years his older, X-Men-member persona can't even remember. At the same time, it holds back just enough to retain the mystery of the character, which many fans find so appealing. Some of the content in *Wolverine's Revenge* draws from this story.

$1,075 *Wizards* value for *The Incredible Hulk* #181, Wolverine's first full appearance (#180 featured a cameo).

HULK
WOLVERINE

DID YOU KNOW?
In the comics (and the game), Wolverine stands 5'3"—Hugh Jackman's a foot taller.

GRSD Soldier
MISS
Reverse Thrust Punch
18
3 Hits!

Juggernaut

KNOCK, KNOCK. HU'S THERE!

If you didn't happen to catch the Miss Teen USA pageant she won in 1985, you're probably most familiar with Kelly Hu in movies like *The Scorpion King* and *Cradle 2 the Grave*. With her role as Wolverine foe Lady Deathstrike in *X2*, she's even closer to becoming a household name. We caught up with Kelly to ask her about her role, her movie, and her experience with her character in X-Men videogames.

OPM: Who exactly is Lady Deathstrike?
Kelly Hu: Lady Deathstrike is a character from the *Wolverine* comics. In the movie, she's a mutant, and her powers are very much like Wolverine's: She has the adamantium claws, and she's sort of a better, quicker, sleeker version of him. Not a lot [of screen time]—but I do get the coolest fight scene!

How does she compare to your other roles?
This is the first mutant I've played! [*Laughs.*] When you're a mutant, you have no boundaries. You can do much more creative choreography and get much more imaginative with it. You can jump higher. You can fly across rooms. You can do things that you normally wouldn't be able to do.

Were there ever any unfortunate accidents with the claws they molded to your fingertips?
Like broken nails? Believe me, a few broken nails! Hugh Jackman landed on my finger!

With you, Famke Jannsen, Rebecca Romijn-Stamos, and Halle Barry, every female lead is a former model. Is there some sort of connection between models and mutants?
[*Laughs.*] It's funny, because I always refer to supermodels as mutants myself! Anyone who is six feet tall and can still wear a size two should be. Right?

Lady Deathstrike is in *Wolverine's Revenge*, but she's also in *X-Men: Next Dimension*. Have you seen either of those?
Yes, I did! I played [*Next Dimension*]! I played as my character! I was over at the writers' house and they had the game on. And they were like, "Do you wanna see your character?" So they put it on. I don't know how to play videogames, but I, like, played around with her, and I won a couple of times.

And in *Wolverine's Revenge*, Lady Deathstrike is a boss character....
Now, is the character like the character in the comic books or like the character in the movie?

Actually, the character is based on the look of the comics. All cyber-looking and ugly.
Awwww.... So she doesn't look like me, then?

Unfortunately, no. Does that disappoint you?
Yeah. That means she looks more like Chyna from WWF.

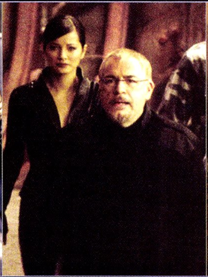
Yeah, we'd rather see you, too. Of course, Mark Hamill is the voice of Wolverine in the game. How would Lady Deathstrike do against Luke Skywalker?
Against Luke Skywalker? Oh, she'd kick his butt in a *second*!

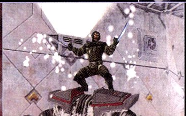
In a second? How's that?
In a *second*! I mean, I've got mutant powers! What does he have? A sword that lights up?!

Well, Skywalker does have the whole Force thing going for him....
Ehhhhh.... I don't believe in the Force.

X-MEN RPG!

Finally, it seems Activision has realized X-fans are tired of seeing their favorite heroes fighting each other. Further proof: *X-Men Legends* places Marvel's merry mutants in their first action-RPG. This fall, you and a friend can choose among 19 of your favorite X-Men in a story written by *Uncanny X-Men* scribe Joey Casey. Four allies fight onscreen at once, and you have the power to switch between them on the fly. As it's coming from Raven Software (hot off of *Star Wars Jedi Knight II* and entrusted with *Quake IV*), we anticipate a winner with this one.



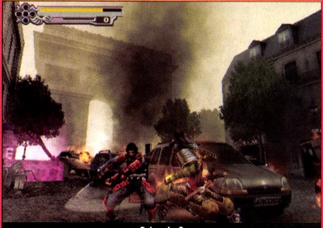


Scum and Villainy

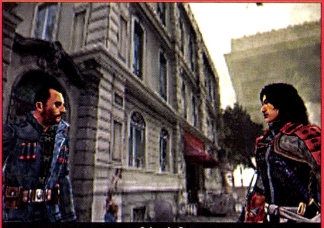
As any fan of Canadian superheroes with adamantium claws and the power to heal quickly would hope, many of Logan's most infamous supernemeses have a role in *Wolverine's Revenge*. Omega Red appears only in a cut-scene, but you can expect all-out, one-on-one brawls with the Wendigo, Sabretooth, Juggernaut, Magneto, and Lady Deathstrike (left).

That's *Jean* Reno, not Janet.

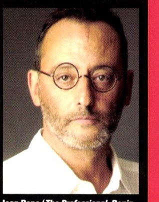
DID YOU KNOW?
Keiji Inafune, producer of the *Onimusha* series, also created Mega Man.



Onimusha 3



Onimusha 3



Jean Reno (*The Professional, Ronin, Mission: Impossible*) plays Jacque Bran in *Onimusha 3*.

SAMURAI SAGA

Capcom reveals Onimusha 3–and much, much more

We've been hinting at *Onimusha 3* since even before the second installment hit, but now we've finally got the full story. At a recent press conference in Japan, Capcom revealed the new game and confirmed two of our previous reports: Not only will the first game's Samanosuke return, but he'll be fighting evil demons entirely in 3D, a first for the *Onimusha* series.

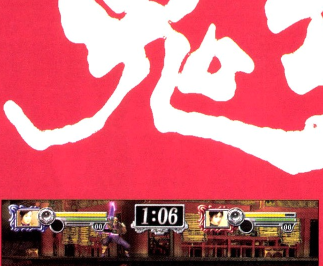
Onimusha 3's story also marks a rather strong departure from the past two games: Though it begins in 1582 with Samanosuke preparing for the final battle with the demon lord Oda Nobunaga, it ultimately ends up in a small French town in the year 2004. How this occurs, we don't yet know.

The biggest surprise, though, is the second hero of the game: Jacque Bran, voiced by and modeled after acclaimed actor Jean Reno. His fate is inextricably linked to that of Samanosuke's, and despite the differences in time, they meet and fight alongside one another. The story may sound crazy, but it's definitely got us in eager anticipation of the game's spring 2004 release.

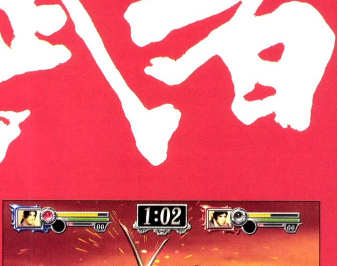
Capcom did a lot more than just show off *Onimusha 3*, though; it also revealed a four-player 3D fighting game called *Onimusha Buraiden*, which features characters from the first two Onimusha titles (sorry, no Reno here!).

As if these games weren't enough, series producer Keiji Inafune also spilled the beans on a live-action *Onimusha* movie scheduled for 2005! *Onimusha* fans sure have plenty to look forward to.

鬼武者



Onimusha Buraiden



Onimusha Buraiden

PLATINUM HITS
The Simpsons Road Rage
Mario Party 4
XBOX
PlayStation 2
grand theft auto vice city
GAME BOY ADVANCE
PS2
PlayStation 2
SONY
SELECT
START
ANALOG
BLASTER
PlayStation 2
FINAL FANTASY X
SQUARESOFT
SIMCITY 4

It's not whether you win or lose—it's how you buy the game. When it comes to shopping, PriceGrabber scores big points with gamers. That's because our online service makes it easier than ever to find and research your favorite titles, hardware and accessories. Just pick a category, click, and within moments you're comparing thousands of games by brand, popularity, category and price. While you're at it, get the lowdown on products and merchants from other gamers just like you. Bottom line? Whether you're shopping for video games, computers, TVs or thousands of other popular items, PriceGrabber has the information you need to stay ahead of the game.

PriceGrabber.com
Comparison Shopping Beyond Compare.™

> Computers > Software > Electronics > **Video Games** > Movies > Music > Books > Toys > Office Products

© 2003 PriceGrabber.com Products/trademarks shown are not in any way intended to indicate an affiliation or endorsement of PriceGrabber.com by their respective holders.

BROAD SHOULDERS
When Giambi did mo-cap for *WSB 2K3*, he didn't fit into the suit. His shoulders were too big. It was the same suit that Bears lineman/*NFL 2K3*s Brian Urlacher fit into easily.

PERFECT IN PINSTRIPES

Giambi's a classic fit for New York, Sega

Jason Giambi—ex-Oakland A, current New York Yankee, and cover boy for *World Series Baseball 2K3*—is a guy's guy. If it's the kind of night when you talk sports, have a drink, and look at girls, he'd be the first pro athlete we'd invite along. But mostly, he's one funny dude, and he can hit the ball really, really far.

What's the coolest part of being on the cover of *WSB 2K3*?
It's an honor. It lets you know you've reached a certain plateau. When a company as big as Sega approaches you, it's an honor. With all the accomplishments other guys have, they wanted me.

Do you miss the guys from Oakland?
Yeah, definitely. That's the part of the game that's been the hardest. You get used to having those guys around. We grew up together. Then we became good together. So it was tough to leave that.

Is it cool working for Steinbrenner?
He's awesome. He's going to give you every chance to have the best team on the planet. There's no doubt about that. He keeps it interesting. Little things you'd think aren't that big of a deal are huge to him. "Tell Jason to shave; he needs to shave." That's him. But if you play for him, you respect him, and you respect his love for the game.

Who are you closest to on the Yankees?
I've become good friends with Derek Jeter and Robin Ventura. You've always heard the Yankees were corporate because of how they represent themselves, but they're fun guys. But they do it in a different way.

Jeter's good fun to go out with because he gets the ladies.
He's a rock star. A total rock star.

Your game's better than Jeter's, right?
That's what I've heard. I didn't want to get on Jete too hard, though. I wanted to see his game first.

Do you miss playing with your brother?
Yeah, those were the greatest two years of my life. Having him around, it was just like when we were growing up. Go to lunch every day, hang out, go to the ballpark and play. That was the first time we'd ever played on the same team. Now, he's in Boston. That's going to be a circus.

Any records that you look at and want to break?
73. Or hit .400. I don't know about 190 RBIs. That's baffling. I guess the one I'd love is the 56-game hitting streak. Do that, and that's a season for you right there.

Who are your heroes?
When I grew up, my dad was a huge Mickey Mantle fan. So I loved Mantle because of the stories my dad told me when I was growing up. As for the players I've played with or against, McGwire was incredible. And Don Mattingly.

Who's an athlete you'd pay to see?
Kobe, Jordan. They're not too shabby.

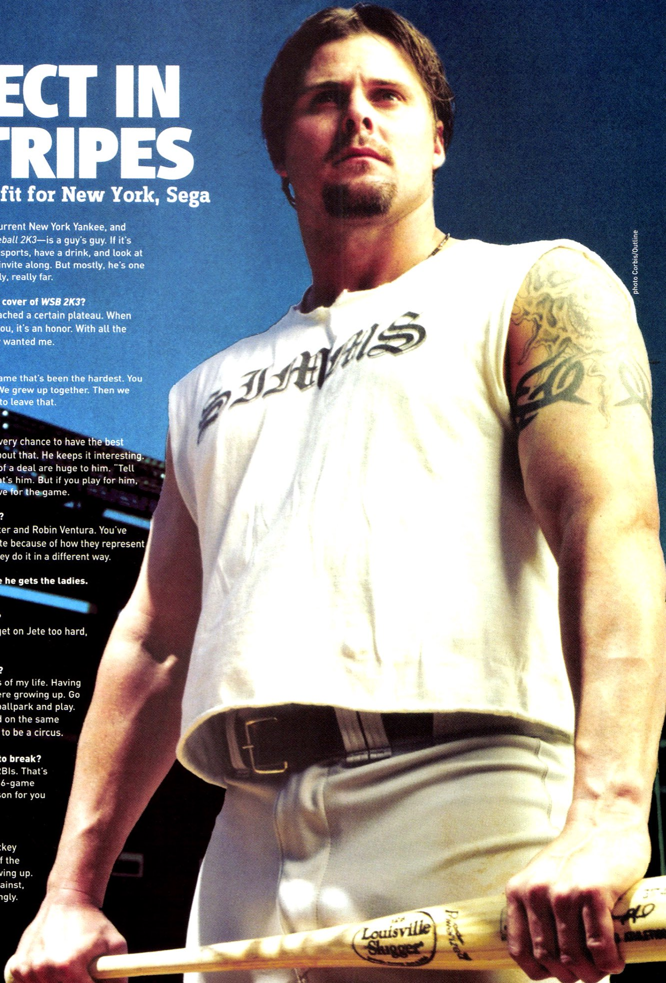


photo Corbis/Outline

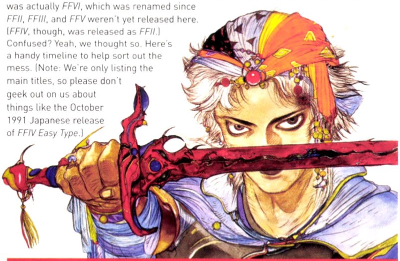
CONSTANT COMPANIONS

Chocobos first appeared in *Final Fantasy II*. Moogles debuted in *FFIII*.

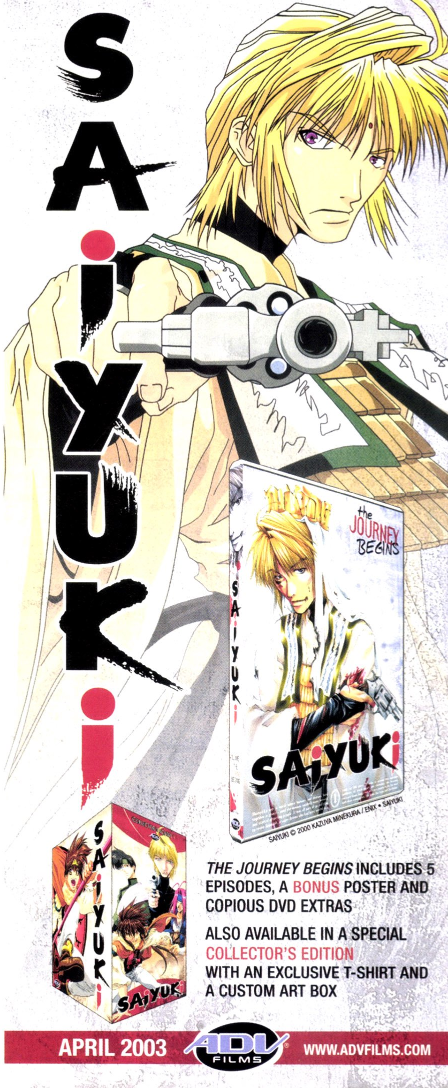
FINAL COUNT

Sorting through the jumbled Fantasy numbers

Did you know that with the recent release of *Final Fantasy Origins*, you can now play almost every *Final Fantasy* on your PS2? In fact, *FFIII* is the only *Final Fantasy* not available in any format in North America. But wait—wasn't *FFIII* out on Super Nintendo? Sort of. See, that was actually *FFVI*, which was renamed since *FFII*, *FFIII*, and *FFV* weren't yet released here. (*FFIV*, though, was released as *FFII*.) Confused? Yeah, we thought so. Here's a handy timeline to help sort out the mess. (Note: We're only listing the main titles, so please don't geek out on us about things like the October 1991 Japanese release of *FFIV Easy Type*.)



	JAPAN	NORTH AMERICA	
	DEC '87 FINAL FANTASY		FAMICOM/NES
	DEC '88 FINAL FANTASY II		
1990	**APR '90** FINAL FANTASY III	**AUG '90** FINAL FANTASY	
	JUL '91 FINAL FANTASY IV		SUPER FAMICOM/SUPER NES
		NOV '91 FINAL FANTASY IV released here as *Final Fantasy II* (the actual *FFII* and *FFIII* weren't yet released here)	
	DEC '92 FINAL FANTASY V		
	APR '94 FINAL FANTASY VI	**OCT '94** FINAL FANTASY VI released here as *Final Fantasy III* (the actual *FFII* and *FFIII* still hadn't been released here)	
1995			
	JAN '97 FINAL FANTASY VII	**SEP '97** FINAL FANTASY VII (The number jumped ahead so the U.S. and Japanese titles would finally match up. *FFII*, *III*, and *V* had yet to be released here.)	PLAYSTATION
	FEB '99 FINAL FANTASY VIII	**SEP '99** FINAL FANTASY VIII	
		OCT '99 FINAL FANTASY ANTHOLOGY (includes ports of *FFV* and *FFVI*, both under their correct names)	
2000	**JUL '00** FINAL FANTASY IX		
		NOV '00 FINAL FANTASY IX	
		JUL '01 FINAL FANTASY CHRONICLES (includes ports of *FFIV* and *Chrono Trigger*)	
	JUL '01 FINAL FANTASY X	**DEC '01** FINAL FANTASY X	PS2
	MAY '02 FINAL FANTASY XI		
		APR '03 FINAL FANTASY ORIGINS (includes ports of *Final Fantasy* and *FFII*)	PS1



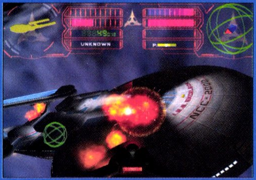
SAIYUKI © 2000 KAZUYA MINEKURA / ENIX • SAIYUKI

THE JOURNEY BEGINS INCLUDES 5 EPISODES, A BONUS POSTER AND COPIOUS DVD EXTRAS

ALSO AVAILABLE IN A SPECIAL COLLECTOR'S EDITION WITH AN EXCLUSIVE T-SHIRT AND A CUSTOM ART BOX

APRIL 2003 ADV FILMS WWW.ADVFILMS.COM

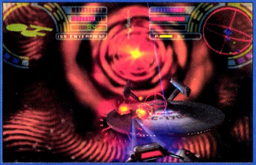
WHATEVER HAPPENED TO?



STAR TREK: SHATTERED UNIVERSE

Considering we mentioned *Star Trek: Shattered Universe* only in our July 2001 issue, we'd forgive you for assuming it had been exiled to where no man has gone before. Not so. Though original publisher Interplay canceled the title long ago, TDK Mediactive swept in at warp speed early this year to add *Shattered Universe* to its summer release schedule.

"Due to its economic circumstances in 2001, Interplay decided to cut a number promising projects it had in development," says Andrew Iverson, director of creative development for Starsphere Interactive, the game's developer. "*Shattered* was one of those projects. We were very disappointed, not only because we had great faith in the game, but also because we had received so much positive feedback from just about everyone who had seen it."



Shattered's premise offered a Trekkie's—excuse us...Trekker's—dream: Continuing where *Star Trek VI* left off, the game put you in control of Capt. Sulu's *USS Excelsior* through the "mirror universe," where, as everyone with his own pair of Vulcan ears will remember, the forces of evil are good, and good men like Spock have malevolent goateed doppelgangers.

"By a stroke of good fortune, last year we had the opportunity to demonstrate *Shattered* to the folks at TDK Mediactive," Iverson continues. "They both appreciated its potential and had a plan for getting it published."

Now that TDK has signed on for *Shattered*, it expects big things. "Not only is the license a strong and proven commodity," states Stefan Serwe, the company's vice president of global marketing, "but we feel that this particular title has a great deal of potential as well. When the opportunity presented itself to acquire this game, we took full advantage of it. It's a game that will be welcomed by *Star Trek* fans and space-combat enthusiasts alike."

The Starsphere team couldn't be more excited. "We're very happy to see that a project we've had so much faith in will now go forward," says Iverson. "We're working hard to deliver an exciting and unique *Star Trek* experience."

UP AND IN

5 questions with Trip Hawkins

You think the brass at Sony play 989's *MLB*? Or the boss of EA has pennant fever over *MVP*? Fat chance. But 3DO's CEO, Trip Hawkins, is the exception.

1 How imperative was ramping up the graphics for the new version of *High Heat*?

Graphics were the only place where we were behind the competition. I'm especially pleased with the realism of our animations and how seamlessly they all connect together. It's mesmerizing—you could be watching a game on TV.

2 In *High Heat*, is the air thinner in Colorado? We're scoring runs at a breakneck pace!

You bet. We completely take into account the effects at each ballpark. When I want a high-scoring game, I go to Coors. For a pitchers' duel, I like my home park, Pac Bell Park.

3 Yours is the only game with a minor-league system. Was that tough to put together?

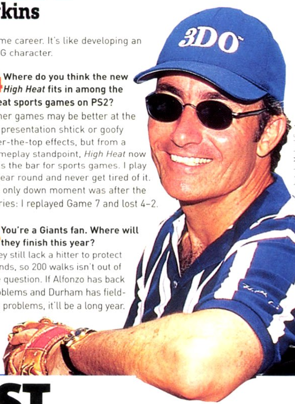
It's been a labor of love going back to years of working on the PC version, where we had the hard drive and other resources for this deep baseball-geek feature. It's cool to see a guy you groomed in the minors come up and end up having a Hall of Fame career. It's like developing an RPG character.

4 Where do you think the new *High Heat* fits in among the great sports games on PS2?

Other games may be better at the TV presentation shtick or goofy over-the-top effects, but from a gameplay standpoint, *High Heat* now sets the bar for sports games. I play it year round and never get tired of it. My only down moment was after the Series: I replayed Game 7 and lost 4–2.

5 You're a Giants fan. Where will they finish this year?

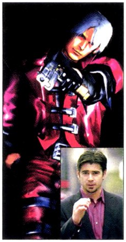
They still lack a hitter to protect Bonds, so 200 walks isn't out of the question. If Alfonzo has back problems and Durham has fielding problems, it'll be a long year.



DREAM CAST

Yeah, we all know *Devil May Cry 2* was a disappointment. And we know the story in both of the games is less than stellar, to be kind. Still, the characters are undeniably cool, and we know there's a decent flick just waiting to be made starring them. But whom would we cast in such a movie? The answers lie below.

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



Dante: Colin Farrell

When it comes to Dante's characterization, we'll just forget *DMC2* ever happened. The original proved him to be gaming's biggest badass, and that's why we're recruiting Colin Farrell for the part. This time, he gets to wear the heroic red leather.

Trish: Natasha Henstridge

Imagine the star of *She Spies* and *Species* kicking ass in Trish's trademark shades and sexy outfit. Perfect...and very, very hot!

Nelo Angelo: Ray Park

It takes a true martial artist to jump around and wield a blade as well as Nelo Angelo. Fortunately, Ray doesn't even need to talk!

Lucia: Asia Argento

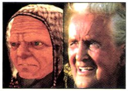
XXX didn't do much for us... but its sexy female lead sure did. Toss in some red hair dye and Asia's an ideal creation of Arius.

Arius: Kenneth Lay

Arius is the head of a large corporation whose greed has made him a truly evil man. Sounds a lot like this former Enron CEO!

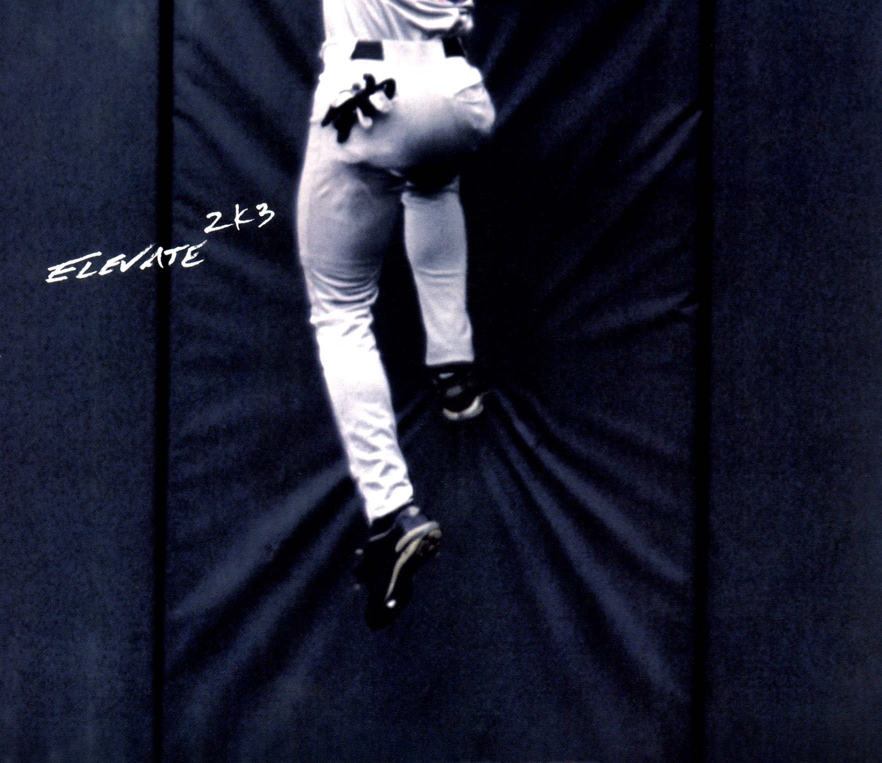
Mundus: Sean Connery

Well, the *voice* of Sean Connery. Since Mundus takes many forms and is friggin' huge, we'll let CGI render him well enough.

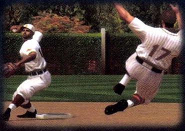


Matier: Margaret Towner

Remember the old lady in *Episode I* who warned Anakin of the sandstorm? She's definitely old 'n' wrinkly enough for Matier.



Take advantage of every mistake.


Turn back the clock and turn two like never before.

Change home run trots into walks of shame.

WORLD SERIES 2K3 BASEBALL

SEGA SPORTS

segasports.com

EVERYONE E CONTENT RATED BY ESRB

MLB PLAYERS CHOICE

POWERED BY ESPN

TOUCH 'EM ALL ON
THESE PLATFORMS

XBOX

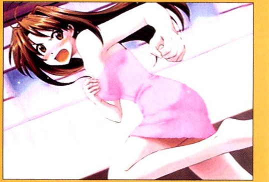
PlayStation 2

Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and Sega Sports are either registered trademarks or trademarks of Sega Corporation © SEGA CORPORATION, 2003. All Rights Reserved. www.segasports.com. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official web site at MLB.com. ©MLBPA - Official Licensee, Major League Baseball Players Association. Visit the Players Choice on the web at www.bigleaguers.com. © SEGA CORPORATION, 2003 ©MLBP 2003/MLBPA 2003. Made and printed in the USA. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. ESPN is a trademark of ESPN, Inc. ESPN branded elements © 2003 Disney. Screenshots taken from Xbox. The ratings icon is a trademark of the Interactive Digital Software Association.

NEVER COMING HERE

Choaniki, a wildly homoerotic PS1 shooter with half-naked men and sexual undertones that make SNL's "Ambiguously Gay Duo" seem tame.

ONLY IN JAPAN



LOVE HINA GORGEOUS

Videogames tend to be about achieving those impossible fairy-tale goals. Save the princess. Win the Super Bowl. Build your own mafia empire. It's the sort of thing dreams are made of, inspiring conquests that only a precious few can achieve. This new game from Konami, on the other hand, is all about studying to pass a university entrance exam. Excited yet? How about if we add the fact that you're working at a hot-spring resort that doubles as a university dormitory (go figure) housing a gaggle of attractive females? And dare we mention that waiting for you at Tokyo University is the woman of your dreams?

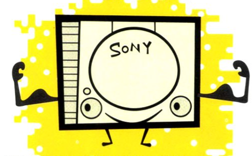
Welcome to the wacky world of Konami's *Love Hina Gorgeous*, based on the Japanese anime of a similar name. You play Keitaro, protagonist of the *Love Hina* series, as he bumbles through his intense studies, faced with an awful ultimatum: Fail, and move to Paris (say what?). One thing's for sure—the game has clearly factored in the chief source of the show's humor. See, most of the girls actually have a crush on Keitaro, but with his bumbling, error-prone ways, he's always getting himself into situations that others just might deem lewd. For instance, where others merely use "But I tripped and as I put my hands out to stop my fall they landed on your breasts, honest!" as a pathetic excuse, Keitaro means it, and is always caught in those suggestive positions by his main love interest. Making things even stranger is the curious control system, which has you using both analog sticks to control Keitaro's hands, and...well, we think we'll let the pictures speak for themselves. If you want to see more, you'll have to import the game, because it's never coming out here.

THE OTHER SIDE OF KONAMI

Think Konami, and *Metal Gear* quickly comes to mind. Or *Contra*. Or *Castlevania*. Over in Japan, however, Konami is better known for superdeformed baseball games and dating sims. The biggest of the latter category is *Tokimeki Memorial*, where you attend a high school for three years with the goal of having a virtual relationship. We'd love to see this come to the United States, if only to have a game where one of the options in a conversation is, "Yes darling, I did see that other girl's panties."

STILL GOING...

There's plenty of fun on the PS1



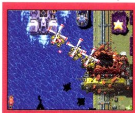
You can't keep a good console down. Just when we thought it was finally over, the PS1 surprised us all with a slate of new games and a continuing rush of hardware sales. Granted, most of these titles are bottom-of-the-barrel shovelware, but there are still a few gems to be found amid the muck, like last month's *Gekioh Shooting King* and this month's *Sorcerer's Maze* (see Reviews).

So what gives? Why the renewed interest in a last-gen system? "We feel there still remains some market potential for PS1 titles due to the large installed base of over 40 million hardware units in the United States," says Hiro Maekawa, president of Natsume, which published *Gekioh*. "It's our understanding that the PlayStation hardware continues to sell due to the competitive price point, and that the PlayStation has less competition than other markets."

Natsume isn't the only publisher cashing in on the PS1. New players, like XS Games, have emerged to fill the void left when other publishers moved on to the newer consoles. The changing PS1 market means you'll also find these budget titles in the oddest places—everywhere from drug stores to truck stops. "We move more PS1 product than any other format," notes Brian Kossin, director of purchasing for Jack of All Games, which distributes XS Games' titles. Kossin readily admits that plenty of his titles are "crap that's been released in Japan and Europe," but he's on the constant lookout for any potential hardcore hits that'll appeal to the serious gamer.

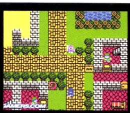
The same goes for the folks at Natsume. "We are more than willing to bring over some of the titles that might have been overlooked in the past," says Graham Markay, Natsume's director of operations. "With such a large installed base of hardware, there are larger niche markets."

With that in mind, we put together a wish list of 12 games we'd love to see someone pick up for the U.S. market. Here's hoping we'll see a few of these titles soon!



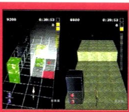
DonPachi

An old but totally kickass shooter. The sequel's headed to the PS2, so now's the perfect time for the original.



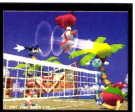
Dragon Quest IV

This NES classic was already remade for the PS1 in Japan. We'd kill for a chance to play this awesome epic in English.



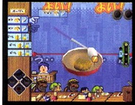
I.Q. Final

We loved the first one, but lamented the lack of a real two-player mode. This Japan-only sequel fixed that problem.



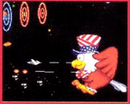
Klonoa Beach Volleyball

Who needs "Xtreme" v'ball with hot chicks when you've got a game that's this fun?!



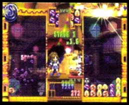
Ore no Ryouri

It's a cooking simulator—think *PaRappa* fused with *Iron Chef*. Some people modded their PS1s just for this game.



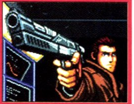
Parodius Deluxe

Konami mocks its own *Gradius* series with this wacky shooter. Blast dancing pandas and gigantic octopi. Fun!



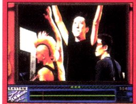
Puyo Puyon

Remember *Kirby's Avalanche* for the Super NES? Same game—and it's still one of the best puzzlers ever made.



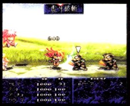
Snatcher

Before *Metal Gear*, Hideo Kojima created this crime thriller. It's still lauded by many as his finest work.



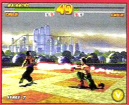
Stolen Song

A keen music game that uses a pick peripheral for strumming fun. Playing air guitar has never been so satisfying!



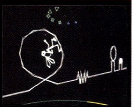
Tales of Phantasia

The first RPG in the *Tales of...* series, this one is even better than *Destiny*, with some nifty combo-based battles.



Tobal 2

Square's 3D fighter is one of the best on the PS1. It even has character designs from *DBZ* artist Akira Toriyama!



Vib Ribbon

As if the stellar soundtrack wasn't enough, *Vib Ribbon* creates levels using any CD you choose. Incredibly addictive.

RONIN INSPIRATION
Frank Miller's *Ronin* story, featuring an ancient samurai sent to the future, was a major inspiration for Cartoon Network's *Samurai Jack*.

Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake

Did everyone notice that I called the name of the new *Medal of Honor* last month? Yeah? That'll teach you not to dismiss my information in future. This is some reliable shiznit, baby.

RATCHET & CLANK 2

With *Jak & Daxter 2*—sorry, *Jak II* (apparently, Daxter just doesn't cut it, despite being the cooler character of the duo)—already announced, it's only a matter of time before the NWOSMC (New Wave of Sony Mascot Characters) spits out its next tasty treat in the shape of Insomniac's sequel to *Ratchet & Clank*—which, if it follows SCEA's new minimalist naming convention, will probably be called *Chet II* or something. Now that *Jak* has guns and a *GTA*-style free-roaming environment, expect *R&C* to ratchet (geddit?) up the competition even further. What should we expect? More guns, more humor, even better visuals, some vehicles, and hopefully more stuff with Clank stepping up. When will we see it? My spies tell me it could be this year.

JET MOTO 4

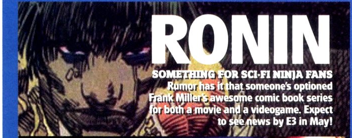
The folks at Sony insisted that *Jet X20* wasn't a sequel to *Jet Moto*, despite being the exact same kind of game. I guess I should have listened to them more attentively, because I recently heard that *Jet Moto 4* is in the works and likely to appear early next year.

ONIMUSHA FINAL

Dunno how realistic this is, as Capcom just doesn't seem to know how to control itself when it comes to sequels: Apparently, *Onimusha 3* is absolutely, positively the last episode in the series. Five bucks says it ain't.

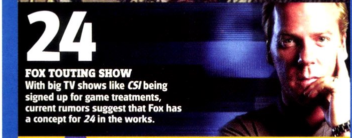
MONTHLY METAL GEAR RUMOR

Last month, I reported that the next *Metal Gear* might be some kind of redux version, and this month I have more news. Despite comments to the contrary, it seems Hideo Kojima is back on board with the *MGS* franchise and is already working closely with a new team. Still no word on when we'll see something, but previous iterations have taken years to put together, so it could possibly be a PS3 project we're talking about here. Hey, don't shoot the messenger.



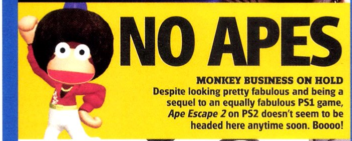
RONIN

SOMETHING FOR SCI-FI NINJA FANS
Rumor has it that someone's optioned Frank Miller's awesome comic book series for both a movie and a videogame. Expect to see news by E3 in May!



24

FOX TOUTING SHOW
With big TV shows like *CSI* being signed up for game treatments, current rumors suggest that Fox has a concept for *24* in the works.



NO APES

MONKEY BUSINESS ON HOLD
Despite looking pretty fabulous and being a sequel to an equally fabulous PS1 game, *Ape Escape 2* on PS2 doesn't seem to be headed here anytime soon. Boooo!

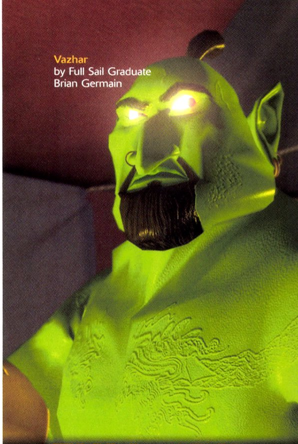
SONY
PlayStation
SELECT
ANALOG
START

$149?

POSSIBLE PS2 PRICE DROP
The word is out that all the consoles may see a price drop this summer. Expect an announcement at E3 in May if it's going to happen.

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com



Vazhar
by Full Sail Graduate
Brian Germain

FULL SAIL®
Real World Education

School of:
- Game Design and Development
- Computer Animation
- Digital Media
- Film
- Audio
- Show Production

800.226.7625
www.fullsail.com

- Financial aid available to those who qualify.
- Job placement assistance.
- Accredited college, ACCSCT.

3300 University Boulevard • Winter Park, FL 32792

© 2002 Full Sail, Inc. All rights reserved. The terms "Full Sail," "Full Sail Real World Education," and the Full Sail logo are either registered service marks or service marks of Full Sail, Inc.

AMP IT UP!

A Sound Station special: *Amplitude* rocks the free world

While *Frequency* featured some artists whose names were definitely familiar to those in the know, *Amplitude* has blown the door off by enlisting some big-name talent. We chatted with Alex Rigopulos, cofounder and CEO of developer Harmonix, to find out how it all came together.

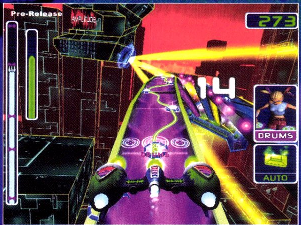
Tell us a little bit about Harmonix. How did the company get started?
My own background is in music and computers. I was at MIT for seven years, first studying composition as an undergrad, and then moving on to the computer music group at the MIT media lab. It was there that I met Eran Egozy, a brilliant programmer and an accomplished musician, with whom I cofounded Harmonix in 1995.

Our original motivation for starting the company had nothing to do with videogames. Rather, we both saw a problem in the world that we wanted to solve, which was this: Playing music feels incredibly good, but very few people ever get to experience this because learning to play an instrument is so damned difficult. So, we started Harmonix to invent new ways for nonmusicians to access the unique pleasure that comes from making music.

What have you done other than the *Frequency* games?
We spent our first few years building interactive music experiences, not games. Then, *PaRappa*, *Beatmania*, and *DDR* appeared in Japan in the late '90s. We saw enormous potential in rhythm-action gameplay as a means of bringing music-making to a mass audience, and we decided to devote ourselves to pushing the music-gaming genre to the next level. So, we assembled a team, dreamt up a design, built a prototype, and showed it to Sony back in spring of 2000. They "got it," and we started developing *Frequency* for PlayStation 2.

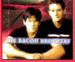
Prior to joining Harmonix, members of our team had worked on dozens of games. Greg LoPiccolo, the project director on *Frequency*, came to us from Looking Glass Studios, where previously he was project director on *Thief*. Other members of the team played major roles in the development of the *System Shock* series, the *Flight Unlimited* series, *Terra Nova*, the *Ultima Underworld* series, *Supercross 2000*, *NHL '99*, *Lords of the Realm III*, the *Zoo Tycoon* series, and lots of others.

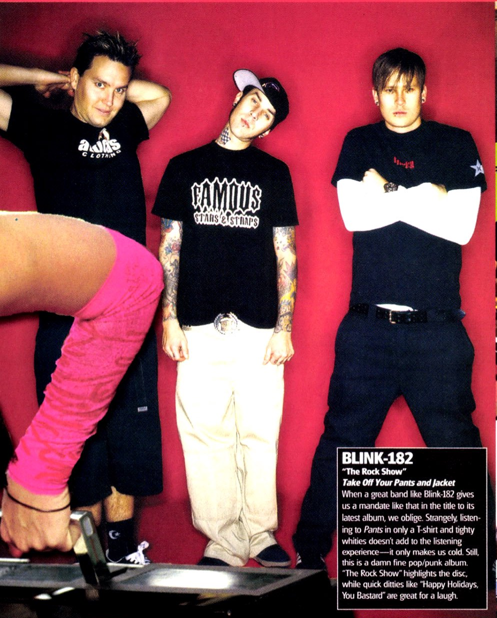
***Amplitude* seems to have a lot more mainstream acts than *Frequency* did. What prompted you to include artists like Weezer and Pink?**
The music we chose for *Frequency* was almost entirely electronica. The electronica fans loved this, of course, but in retrospect, I think this choice limited the appeal of the game to a small market. With *Amplitude*, we really wanted to reach out to a mainstream audience, so the game includes plenty of rock and hip-hop from major recording artists—something for everyone.



www.allmusic.com
A spectacular resource for anything remotely music related.

SIX DEGREES While the real Baldwin brothers don't have a band, the Bacon brothers do. Kevin and Michael Bacon have released three country albums to date.





BLINK-182

"The Rock Show"
Take Off Your Pants and Jacket

When a great band like Blink-182 gives us a mandate like that in the title to its latest album, we oblige. Strangely, listening to *Pants* in only a T-shirt and tighty whities doesn't add to the listening experience—it only makes us cold. Still, this is a damn fine pop/punk album. "The Rock Show" highlights the disc, while quick ditties like "Happy Holidays, You Bastard" are great for a laugh.

PINK

"Respect"
M!ssundaztood

Equal parts rock, pop, hip-hop, and R&B, *M!ssundaztood* gives you the feeling that Pink is seriously coming into her own—and having a hell of a lot of fun doing it. It may come off a bit schizophrenic at first, but after awhile, it just seems to work. One highlight is "Misery," a smoky, bluesy duet with Aerosmith's Steven Tyler. And just try to get "Don't Let Me Get Me" out of your head.

BALDWIN BROTHERS

"Urban Tumbleweed"
Cooking With Lasers

Imagine fat grooves in the vein of early Fun Lovin' Criminals (before they just kept repeating themselves), and that's "Urban Tumbleweed," part of a nicely chilled album of tunes to kick back to.

FREEZEPOP

"Super Sprode"
exclusive to *Amplitude*

Freezepop is basically '80s synth pop...only it's all brand new. After bouncing their way through *Frequency*, this New York City trio is back with a vengeance. The dude appears to be growing horns, too. Neat.

HERBIE HANCOCK

"Rockit 2.002"
Future Shock

You've heard the original on 1983's *Future Shock* (and if you haven't, do so); this is a special remix featuring Mixmaster Mike (yes, that one), Rob Swift, DJ Qbert, DXT, Shortee, and Faust.

MEKON

"What's Going On?"
feat. Roxanne Shanté
Relax With Mekon

Despite the featured song's uncomfortable resemblance to C&C Music Factory, Mekon busts out some fairly substantial beats. Fact: The Mekon is the bad guy in U.K. comic book *Dan Dare*.

PAPA ROACH

"M-80 (explosive energy movement)"
lovehatetragedy

"M-80" lives up to its name, starting Papa Roach's latest off with a bang. The album's highlight, though: "She Loves Me Not." They still seem such an unhappy bunch of (hairy) young men.

QUARASHI

"Baseline"
Jinx

No, it's not the Beastie Boys, although it sounds shockingly like them. Rather, it's a bunch of extremely white dudes from Iceland rapping to hard-driving beats and crunchy guitars. Surprisingly good stuff.

RUN-DMC

"King of Rock" custom X-ecutioners remix
King of Rock

If you don't know who Run-DMC is, you've been living in a hole for the last 20 years and need to go out and buy some CDs, like, right now. Rest in peace, Jam Master Jay.

photos: Pink, Corbis/Outline; Blink-182, Corbis/Outline; Mekon, Retna; Papa Roach, wireimage.com; Quarashi, Retna; Run-DMC, Retna

ON THE DISC
Check out our exclusive behind the scenes look at *Amplitude* on this month's DVD!

On the other end of the spectrum, there are some fairly obscure acts, like Logan 7 and Game Boyz. Was there a conscious effort to bring these artists to a wider audience? Or did they just fit into your game plan?
It was important to us that we assemble an interesting and eclectic mix of music covering a wide range of styles. We also wanted a roster of artists that spanned from the mainstream to the obscure. The result is that there's one artist or another in the mix that's immediately appealing to just about anyone, and at the same time, there's a lot of space for players to discover great new music that they'd never have listened to otherwise.

How did you get these big names involved in the project?
Our producer at Sony, Chuck Doud, was the guy who actually approached all the bands about contributing music to the game, and he really delivered the goods. This was no small task, mind you: For our game, we needed multitrack masters, and getting multitracks from the record companies can be like pulling teeth.

What were their responses to being approached to star in a videogame?
They were all over the map. Some were very guarded about the idea of letting people tamper with their music. Others were thrilled by the idea and saw it as an opportunity to let their fans get inside their music in a new way. One of the big advantages we had was that many of the artists themselves were gamers.

What are your primary criteria for selecting songs to put into the game?
Well, first of all, as I mentioned, we were striving for a diverse and eclectic mix of music. But beyond that, we needed to pick songs that actually played well in the game. So the songs had to have strong rhythmic elements, and they had to have dense textures, with several instrumental tracks.

DAVID BOWIE

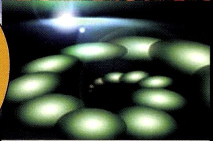
"Everyone Says Hi" remix by Metro
Heathen
If nothing else, David Bowie is undeniably cool. He's certainly the only rocker of his generation to have aged so gracefully, thanks to his ability to change with the fashions of the times. *Heathen* is yet another showcase for Bowie's chameleon-like evolutions. Moody, atmospheric, and subtle, *Heathen* stays current with its chill-out vibe and monotone vocals. It's a wildly uneven album—but even at its worst, it's the perfect stuff to even you out after a boisterous, boozy night at the clubs.

WEEZER

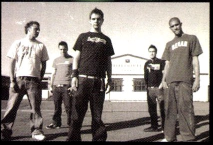
"Dope Nose"
Maladroit
Whether *Maladroit*'s crunch is hipper than the green album's anthemic pop is a toss-up. But *Maladroit* does feature the Creedence-flavored "Dope Nose" to remind you why you love Weezer in the first place. Like "Hash Pipe" and "Buddy Holly" before it, "Dope Nose" gets stuck in your head and stays there.

GAME BOYZ
"Push"
exclusive to *Amplitude*
Game Boyz is the all-games-all-the-time electro-rock project of noted composer Ged Grimes, an artist formerly of the popular Scottish pop band Danny Wilson. Which you probably haven't ever heard of either.

SLIPKNOT
"I Am Hated"
Iowa
Probably the angriest 2 minutes and 37 seconds of hateful, schizophrenic "musical" masturbation since Slayer's "Angel of Death." Most of the album sounds like someone shouting while starting up a truck engine. With drums.

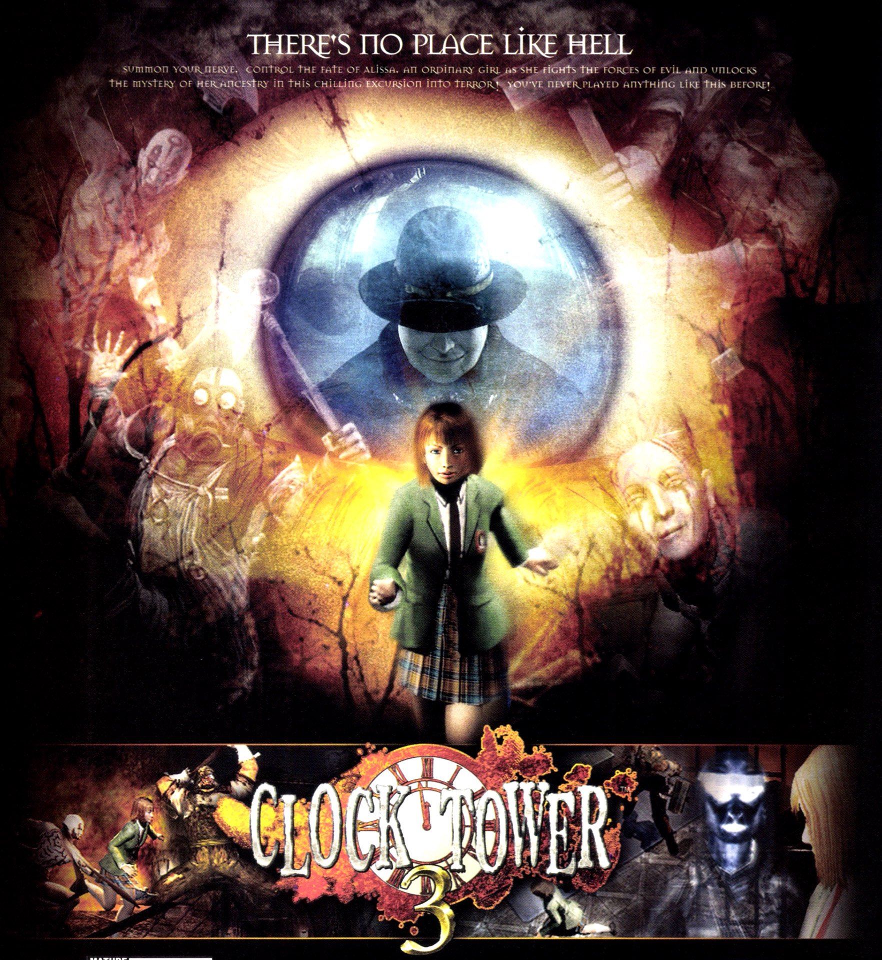


STYLES OF BEYOND
"Subculture" remix by Dieselboy
***Project Human* (Dieselboy)**
Style of Beyond's early '90s style rap is given a shot in the arm by Dieselboy's signature drum 'n' bass style, resulting in a track that comes off as unusually energetic for either artist.



MANCHILD
"Nitro Narcosis"
Untied States
For some reason this song was called something different on the album: "Hard Wax." This breakbeat nugget features appearances from members of Stereophonics, Linkin Park, and Therapy?, among others.

photos: Bowie, Corbis/Outline; Weezer, Corbis/Outline; Slipknot, Retna


THERE'S NO PLACE LIKE HELL
CLOCK TOWER™
3

SUMMON YOUR NERVE. CONTROL THE FATE OF ALISSA, AN ORDINARY GIRL AS SHE FIGHTS THE FORCES OF EVIL AND UNLOCKS THE MYSTERY OF HER ANCESTRY IN THIS CHILLING EXCURSION INTO TERROR! YOU'VE NEVER PLAYED ANYTHING LIKE THIS BEFORE!

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

CAPCOM®
CAPCOM.COM

PlayStation®2

©SUNSOFT. ©CAPCOM CO., LTD. 2003 ©CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. CLOCK TOWER is a trademark of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

DID YOU KNOW?

Although Garbage vixen Shirley Manson is from Scotland, the rest of the band is from Wisconsin.

What's your favorite track on *Amplitude*?
My favorite track, as it turns out, is a hidden secret song, so I can't tell you what it is. Have fun finding it.

What song or artist would you most like to have had in the game, but couldn't for whatever reason?
None! I can't think of any artists we really wanted in the game who didn't get involved.

The Freestyle mode in *Frequency* was one of our favorite features of the game. Why did you limit the mode to just the single scratch or melody track in *Amplitude*?
Actually, freestyling was one of our favorite features of *Frequency*, too, and so we gave it a major overhaul in *Amplitude* to more deeply explore its potential. First of all, we wanted to make it much more graphically engaging, which is why we chose to detach it from the normal play surface and go "airborne" with it, turning it into a full-screen visual experience. Second, we wanted to make it easier for people to go nuts with scratching, which is why we added the rhythm engine o the scratcher. Finally, we gave it some gameplay relevance; it's now a valuable tactical power-up. We went with a single freestyle track for each song (ax or scratch, instead of ax and scratch) because we found that, in the vast majority of cases, only one or the other really fit well musically with the song.

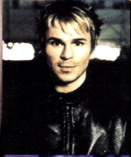
Do you find that real-life musicians do better with the game than nonmusicians, or worse?
From what we've seen, a stoked gamer will beat the crap out of a stoked musician in *Amplitude*. Being musical definitely helps, but to really excel at the game, you need to grasp the more advanced gameplay tactics. The best *Amplitude* player we know of (one of our playtesters, for whom we needed to add an extra digit to the score display...) isn't a musician.

What's your favorite rhythm game, other than *Frequency* or *Amplitude*?
I'd have to say Matsuura's *VibRibbon*. I'm dying to get my hands on the forthcoming sequel.

Any plans yet for a third game?
Yep, we've got big plans for where we're going to take music gaming next, but I can't say anything about that just yet. When I can, you'll be the first to know.

POD

"Boom" remix by The Crystal Method
***Community Service* (The Crystal Method)**
This mix of "Boom" is faster paced than POD's original version from the *Satellite* album. The guitars have been chopped up and given even more of an edge, the beats are as big as you'd expect from TCM, while Sonny's vocals cut through the mix the way they always should have. "Here come the boys from the South" indeed.



BT

"Kimosabe"
exclusive to *Amplitude*
Energetic big beats in the vein of R&R's "Smartbomb." BT mixes smart, fast-paced rap with plenty of PlayStation references to his signature blend of electronica with rock sensibilities.

LOGAN 7

"Uptown Saturday Night"
Logan 7
With a cunning mix of wacky samples and funky-ass beats, Logan 7 gets the booties shaking on the dance floor. Good luck finding his album, though. We hunted everywhere before stumbling upon it.

PRODUCTION CLUB

"Rockstar"
exclusive to *Amplitude*
This doesn't sound like you would expect it to based on that photograph. Electronic rock at it's most indulgent with sequenced guitars, pounding and vocoder-soaked rhymes, and a driving bassline.

GARBAGE

"Cherry Lips (Go Baby Go!)"
Beautifulgarbage
How do you describe Garbage anyway? Pop-rock? Lite-industrial? Alternative? Neo-punk? On "Cherry Lips" at least, Shirley Manson shows her poppiest of pop licks on what is certainly a standout track from *Beautifulgarbage*. Maybe a little too poppy for those of you who like the band because of Butch Vig (or indeed Ms. Manson's fashion sense), it has an infectious quality that will have you singing along in no time.

photos, Manson, Corbis/Outline; POD, Corbis/Outline

Bagel Bites® satisfies your hunger for cool stuff.

Like snowboard lessons for 4 from a pro, a Sony® Big Screen TV, even a PlayStation®2 with the hottest games. It's Bagel Bites' **EXTREME REDEEM**™ online auction. Check out specially marked boxes of Bagel Bites. Get the code! Collect the points! Bid to win!

SONY
PlayStation 2
JET X2O
PlayStation 2
SLY COOPER
PlayStation 2
ATV OFFROAD FURY 2
Ore Ida
BAGEL BITES
Microwaveable
9 Cheese & Pepperoni
EXTREME REDEEM AUCTION ONLINE

EXTREME REDEEM
www.bagelbites.com

Many will bid.
Few will win.

PlayStation®2

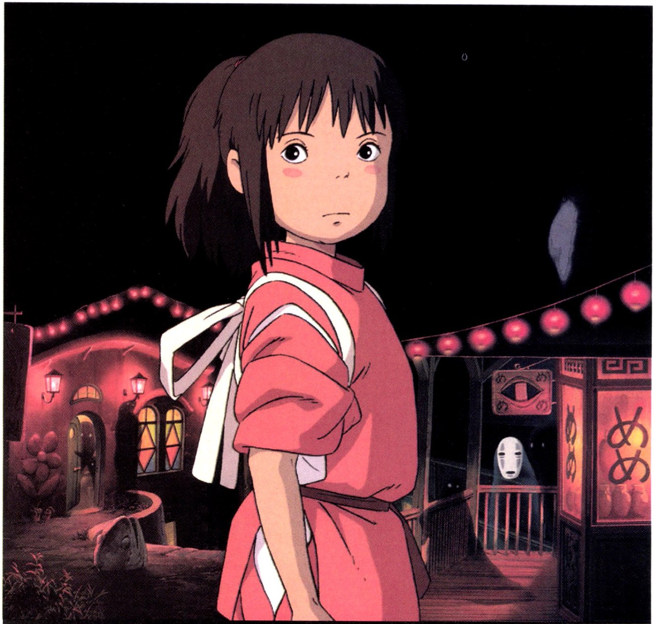
INTERNET ACCESS NECESSARY TO PARTICIPATE. Must be U.S. legal resident at least 9 years old at time of participation. Minors under 13 must register off-line and have a parent/legal guardian provide written permission to participate. Find Auction Points Code inside specially marked packages of Bagel Bites. Items for auction will be of varying values and subject to varying minimum Point bids. The sale, trading, transfer, assignment, combining, or barter of any Bagel Bites Auction Points Code package materials, points or codes is prohibited and they cannot be purchased or redeemed for cash or credit. Subject to Official Rules found at www.bagelbites.com on about 12/01/02. Void where prohibited. Auction ends 4/30/03 9:00 p.m. ET. Sponsor: HJ Heinz Company, 357 Sixth Ave, Pittsburgh, PA 15222. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All games featured herein are trademarked and copyrighted properties of their respective publishers and/or licensors. Sony is a registered trademark of Sony Corporation. Look on the box for number of points. MANY WILL BID, FEW WILL WIN.

©2002 H.J. Heinz Company, L.P. Bagel Bites is a registered trademark.

ANIMASTER Hayao Miyazaki, director of *Spirited Away* and *Princess Mononoke*, is also responsible for the anime classics *Kiki's Delivery Service*, *My Neighbor Totoro*, and *Lupin III*.

DVD REVIEWS

By John Scalzi



SPIRITED AWAY

A brain-twisting adventure from the man behind Mononoke

Recently, I enraged anime fans by stating that *Beauty & the Beast* was the best animated film of the last couple decades and inviting *Princess Mononoke* fans who disagreed to pucker up. That still stands (of course!), but let's be clear that Hayao Miyazaki, *Mononoke*'s mastermind, is a friggin' genius. If one doubts that, let them view *Spirited Away*, a delightful, brain-twisting film which, aside from being Japan's top box office hit ever, is the best animated film since *B&B*. I'm writing this before the Oscars are announced, but if *Spirited Away* doesn't win Best Animated Feature, they might as well throw that category out.

For American audiences, *Spirited* is so unlike the animated films we're used to that it's very nearly another species. It features common animation plot points (a young girl in distress, missing parents, a fantastical and wondrous world our young heroine must navigate through) but presents them in wonderful, nonintuitive ways. *Spirited Away* keeps coming at you from odd angles, which can exasperate (you wonder how much you're just not getting), but also draws you in and surprises you. Watching it, your brain exercises creative muscles you didn't even know you had. And that's good. DVD extras include an intro from *Toy Story*'s John Lassiter, information on the American voice cast, storyboard-to-screen comparisons, and Japanese trailers.

Movie Score: ★★★★★
DVD Extras Score: ★★½

SPIRITED AWAY

Spirited Away
(Daveigh Chase, Jason Marsden)

UPCOMING DVD RELEASES

April1, 2003
Ghost Ship
I Am Trying To Break Your Heart
Married With Children: Vol. 2
Red Dragon
Star Trek DS9: Season 2

April 11, 2003
Harry Potter and the Chamber of Secrets

April 15, 2003
Castle in the Sky
Drumline
Family Guy: Vol. 1
Kiki's Delivery Service
Rabbit-Proof Fence
Spirited Away
The Transporter

April 22, 2003
The Believer
High Society
Punch-Drunk Love

April 29, 2003
Darkness Falls
Treasure Planet
Two Weeks Notice

DRUMLINE

(Nick Cannon, Orlando Jones)

Imagine every teenage sport-hero film cliché you've ever seen. Got 'em? Great. Now apply them to the band geeks that play the halftime show, and you've got *Drumline*. But what the film lacks in originality, it makes up for in character. The actors may be plodding through a glut of film clichés, but they make the effort to go for real personality—and that includes the lead, Nick Cannon, whose character doesn't come off as much the jerk as his sort of character often does. And the film has rockin' marching-band sequences. Yes, that's right, they rock. The DVD includes commentary, 10 deleted scenes, and a couple of videos.

Movie Score: ★★★½
DVD Extras Score: ★★★

GHOST SHIP

(Gabriel Byrne, Julianna Margulies)

A cruise liner lost in the North Atlantic 40 years ago magically reappears in the North Pacific (calling Henry Hudson—they've found the Northwest Passage!). Is it haunted? Well, what fun would it be if it wasn't? No one

BIG MONEY
Harry Potter titles accounted for four of the top five best-selling books in the U.K. in 2001.

SIGHTINGS
Diligent viewers of *Cowboy Bebop* will occasionally notice a PS1 half-hidden in Old Man Bull's apartment.

will ever accuse this film of brimming over with originality, but if you're just looking for the usual platter of chills, thrills, and creepiness, this serves them up with a cast (including Gabriel Byrne and Julianna Margulies) that's a cut above the usual dreck. Extras include a video from Mudvayne, a making-of documentary, and three special-effects featurettes.

Movie Score: ★★★
DVD Extras Score: ★★½

HARRY POTTER & THE CHAMBER OF SECRETS

(Daniel Radcliffe, Richard Griffiths)

Does anyone ever stop to consider just how much child endangerment goes on at Hogwarts? Between the lethal plants, the man-eating arachnids in the woods, the athletic competitions that involve launching children high into the air on sticks, and the murderous mythical creatures in the basement, it's a wonder any kid leaves the school alive at the end of the year. Man, I wish I'd gone there. *Chamber* is unswervingly faithful to the book, which means it's a little long and pokey in places, but still better than most stuff pitched to kids. There are extras galore, including 19 deleted scenes, tours of Diagon Alley and the Chamber of Secrets, interviews, and DVD-ROM games and goodies.

Movie Score: ★★★★
DVD Extras Score: ★★★½

I AM TRYING TO BREAK YOUR HEART

(Jeff Tweedy, Jay Bennett)

Anyone who loves the idea of the triumph of art (or at least good music) over the forces of corporate stupidity will want to grab this film. It follows the band Wilco as it creates an album only to have it rejected by its record company, precipitating pain, angst, band-member tension (well, that's already there, since guitarist Jay Bennett gets sacked during filming), and a very satisfying resolution for nearly everyone involved. As a bonus, the DVD has considerable goodies for Wilco fans; it features 17 additional songs (including live and previously unreleased tracks), 70 additional minutes of footage, and audio commentary from the band members.

Movie Score: ★★★★
DVD Extras Score: ★★★★

PUNCH-DRUNK LOVE

(Adam Sandler, Emily Watson)

So, there I am in a little hole-in-the-wall town in Southern Illinois with two friends from L.A. (don't ask), and they're telling me how much they liked *Punch-Drunk Love*, and how it's a real progression for Adam Sandler in his career as an actor. Whereupon the guy standing behind the counter at the Subway we're in says, "Well, I thought it sucked. It wasn't funny." At which point every other Southern Illinoisian in the store starts nodding their head. Which tells you everything you need to know about people from L.A., people from Southern Illinois, and *Punch-Drunk Love*. No DVD extras have been announced as of press time.

Movie Score: ★★★½
DVD Extras Score: N/A

RED DRAGON

(Anthony Hopkins, Edward Norton)

Hannibal Lecter's back. OK, actually, he's not, since temporally, this is the first of the stories he appears in. But you know what I mean: Anthony Hopkins gets all chompy and matches wits with Edward Norton, who's on the trail of another serial killer with some serious dental work. It's not bad, and it shows that director Brett Ratner has something in his bag of tricks besides the various *Rush Hour* films, but the fact of the matter is that the first filmed version of this story, *Manhunter*, is really better. You might check that one out for a compare and contrast. The DVD comes in two versions: The one-disc version includes director and screenwriter commentary, Lecter's criminal profile, an interview with a real profiler about serial killers, and deleted scenes. The two-disc version throws in a bunch of features related to the actual filming of the feature.

Movie Score: ★★★½
DVD Extras Score: ★★★½

RABBIT-PROOF FENCE

(Everlyn Sampi, Kenneth Branagh)

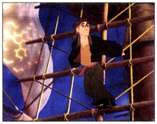
If ever you thought it was only Americans who treated their native people shabbily, *Rabbit-Proof Fence* will give you an interesting perspective on the land Down Under. It's the story of three Aboriginal girls separated from their family by an Australian practice of sending half-white Aboriginal children to special "schools," where they're trained for a life of menial labor serving white people. The girls escape and cross an entire continent on the way home—a trek that takes them into both the white and Aboriginal soul of the land. A wrenching film, made even more so by the fact that it's based on a real-life story. You should see it. No extras have been announced as of press time.

Movie Score: ★★★★
DVD Extras Score: N/A

TREASURE PLANET

(Joseph Gordon-Levitt, Emma Thompson)

One hates to second-guess people's motivations, but if I were in charge of Disney animation and someone suggested I blow $140 million on a film that takes place in the future but in which everyone dresses and acts like they're in the 1750s, based on a children's classic no child would be caught dead reading anymore—well, you'd have to have some mighty incriminating pictures of me and a badger to make me sign off on it. It's not so much that *Treasure* is bad—it's shiny and competent—it's just tragically clueless as to why it should exist. At least there are loads of DVD goodies, including audio (and visual) commentary, scads of "behind the scenes" material relating to animation, information about pirates and piracy, deleted scenes, and more.



Movie Score: ★★½
DVD Extras Score: ★★★★

TWO WEEKS NOTICE

(Sandra Bullock, Hugh Grant)

Sandra Bullock and Hugh Grant spend an hour and a half making witty dialogue at, around, and because of each other, and eventually have that whole romance thing. And you know, that's just fine. Because anytime either of these two tries to be serious, it's the cinematic equivalent of intestinal gas—it just makes you feel all cramped and unhappy. So, better that they're funny and comedic and falling in love and whatnot. He's a snooty billionaire, she's an activist lawyer...as if any of that matters. It's Sandra and Hugh! And they're just so darned cute. No extras.

Movie Score: ★★★½
DVD Extras Score: N/A

ANIMANIA!

From Japan with love

BEBOP MOVIE

Cowboy Bebop: The Movie hits theaters in New York and L.A. at the same time this issue hits newsstands. The movie is set between episodes 23 and 24 of the show—i.e., just before everything hits the fan—and will deliver some of the best action you'll see anywhere this year. Columbia plans to expand its release to other cities later in the spring, so watch the Web and local listings. Do *not* miss a chance to see this on the big screen.

FAIRY TALES

May will see the release of volumes 13 and 14 of *The Five Star Stories*, Mamoru Nagano's epic sci-fi fairy-tale manga—the first volumes of the new edition to feature material previously unpublished in America. The first 12 volumes received limited distribution in Kinokuniya bookstores, but these volumes are available in any American comic shop, so get 'em while they're hot. The translated editions are first rate, and *FSS* is solid gold for fans of fine late-Gothic mecha design.

CARTOON NETWORK CRAZY

Cartoon Network's upcoming schedule is packed with new and old anime. Continuing the charge on American television for *Gundam* are *Zeta Gundam*, the best Universal Century *Gundam* TV series, and 26 all-new episodes of *SD Gundam*, the hilarious superdeformed parody series. Also watch for 26 episodes of *.hack//SIGN*, 13 cliffhanger-concluding episodes of *The Big O*, and *Trigun* on the Adult Swim program block. If these series aren't on the tube as you read this, they should show up soon.

IT IS BIZARRE

Years after Super Techno Arts announced release plans, the *Jojo's Bizarre Adventure* OVAs are finally arriving on DVD. Volume 1 is out already, and volume 2 is due in May. Pick them up and you'll get an inkling of what's going on in Capcom's *Jojo* fighting games.

CHICKS LOVE IT

Speaking of great character designs and questionable everything else, *Gensomaden Saiyuki*, from ADV, will also be released in May. It features a *Weiss Kreuz*-styled bishonen foursome on a quest inspired by Chinese myth. Female fans in Japan have swarmed on *Saiyuki* for years, and Kazuya Minekura's designs are undeniably sharp, so look into it if you've got a bent for the cute boys.

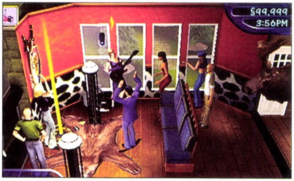
–Dave Smith

DID YOU KNOW?
Shin Megami Tensai III, listed in this month's Japanese top 10, is the first PS2 installment in the *Persona* series.

BY THE NUMBERS

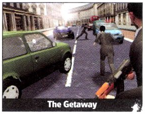
PS2 Top 20 Sales

The inevitable has finally happened. After a record-breaking three-month stint in the top spot, *Vice City* has slipped to No. 3. We're betting it'll linger in the top five for another few months at the very least.



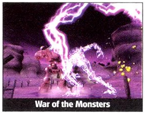
We knew it was big, but we were still surprised to see *The Sims* debut at No. 1. The question now: Does it have staying power? Or will console gamers grow weary of toiling away in virtual reality?

	Last Month	Title/ Publisher	Rating
1	—	**The Sims** (EA Games)	★★★★
2	—	**The Getaway** (Sony CEA)	★★★★
3	1	**Grand Theft Auto: Vice City** (Rockstar)	★★★★★
4	—	**Devil May Cry 2** (Capcom)	★★★
5	12	**SOCOM: U.S. Navy SEALs** (Sony CEA)	★★★★★
6	2	**Dragon Ball Z: Budokai** (Atari)	★★★½
7	3	**Madden NFL 2003** (EA Sports)	★★★★★
8	9	**ATV Offroad Fury 2** (Sony CEA)	★★★★
9	7	**Mortal Kombat: Deadly Alliance** (Midway)	★★★★
10	15	**Tom Clancy's Ghost Recon** (Ubi Soft)	★★★½
11	18	**Max Payne** (Rockstar)	★★★★
12	4	**Lord of the Rings: The Two Towers** (EA Games)	★★★★½
13	11	**Gran Turismo 3: A-spec** (Sony CEA)	★★★★★
14	8	**Kingdom Hearts** (Square EA)	★★★★½
15	13	**NBA Live 2003** (EA Sports)	★★★★
16	21	**ATV Offroad Fury** (Sony CEA)	★½
17	10	**WWE SmackDown! Shut Your Mouth** (THQ)	★★½
18	—	**War of the Monsters** (Sony CEA)	★★★★★
19	19	**The Simpsons: Road Rage** (EA Games)	★★★
20	16	**Jak and Daxter: The Precursor Legacy** (Sony CEA)	★★★★★

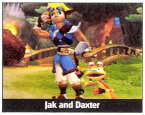


The Getaway

Devil May Cry 2



War of the Monsters



Jak and Daxter

Source: NPDFunworld TRSTS Service, January 2003 Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the *OPM* staff.

PS1 Top 10 Sales

1	**Yu-Gi-Oh! Forbidden**	Konami
2	**Mortal Kombat Trilogy**	Midway
3	**Shrek: Treasure Hunt**	TDK
4	**Spider-Man 2**	Activision
5	**SpongeBob SquarePants**	THQ
6	**Gran Turismo 2**	Sony
7	**Spyro: Year of the Dragon**	Sony
8	**Spider-Man**	Activision
9	**Namco Museum Vol. 3**	Namco
10	**Scooby-Doo Cyber Chase**	THQ

Japan's Top 10 PS2 Games

1	**Devil May Cry 2**	Capcom
2	**DBZ: Budokai**	Bandai
3	**Shin Megami Tensai III**	Atlus
4	**Disgaea**	Nippon Ichi
5	**ZOE: Anubis**	Konami
6	**Venus & Braves**	Namco
7	**LOTR: Two Towers**	EA Square
8	**Gun Survivor 4**	Capcom
9	**Pro Baseball Team 2**	Konami
10	**Nobunaga's Ambition**	Koei

Top 10 BLOCKBUSTER Rentals

1	**GTA: Vice City**	Rockstar
2	**Yu-Gi-Oh! Duelists**	Konami
3	**LOTR: Two Towers**	EA Games
4	**DBZ: Budokai**	Atari
5	**Conflict: Desert Storm**	Gotham
6	**007: NightFire**	EA Games
7	**SOCOM: U.S. Navy SEALs**	Sony
8	**NFS: Hot Pursuit 2**	EA Games
9	**The Sims**	EA Games
10	**WWE SmackDown! SYM**	THQ

SOURCE: BLOCKBUSTER, WEEK OF FEB. 23, 2003

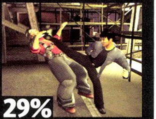
Top 10 Sales, All Systems

1	**The Sims (PS2)**	EA Games
2	**The Getaway (PS2)**	Sony CEA
3	**GTA: Vice City (PS2)**	Rockstar
4	**Devil May Cry 2 (PS2)**	Capcom
5	**SOCOM: SEALs (PS2)**	Sony CEA
6	**DBZ: Budokai (PS2)**	Atari
7	**Madden NFL 2003 (PS2)**	EA Sports
8	**ATV Offroad 2 (PS2)**	Sony CEA
9	**Yu-Gi-Oh! Eternal (GBA)**	Konami
10	**DOA: Volleyball (Xbox)**	Tecmo

Check This Out, Bub

In our playstationmagazine.com poll, we asked which of these games gets you the most pumped up to kick ass. With a film and game on the way, *Wolverine* clawed his way to the top of the pack.

32%
X2: WOLVERINE'S REVENGE



29%
RISE TO HONOR

17%
THE HULK

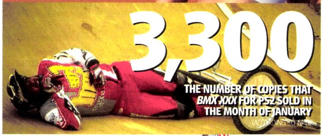
15%
CHAOS LEGION

5%
EVIL DEAD

Sex Sells

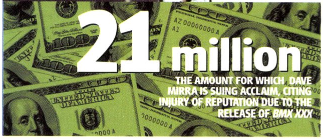
As long as it's not a skanky stripper on a bicycle

27,500
THE NUMBER OF COPIES THE PS2 VERSION OF *BMX XXX* HAS SOLD SINCE ITS RELEASE
(ACCORDING TO NPD)



3,300
THE NUMBER OF COPIES THAT *BMX XXX* FOR PS2 SOLD IN THE MONTH OF JANUARY
(ACCORDING TO NPD)

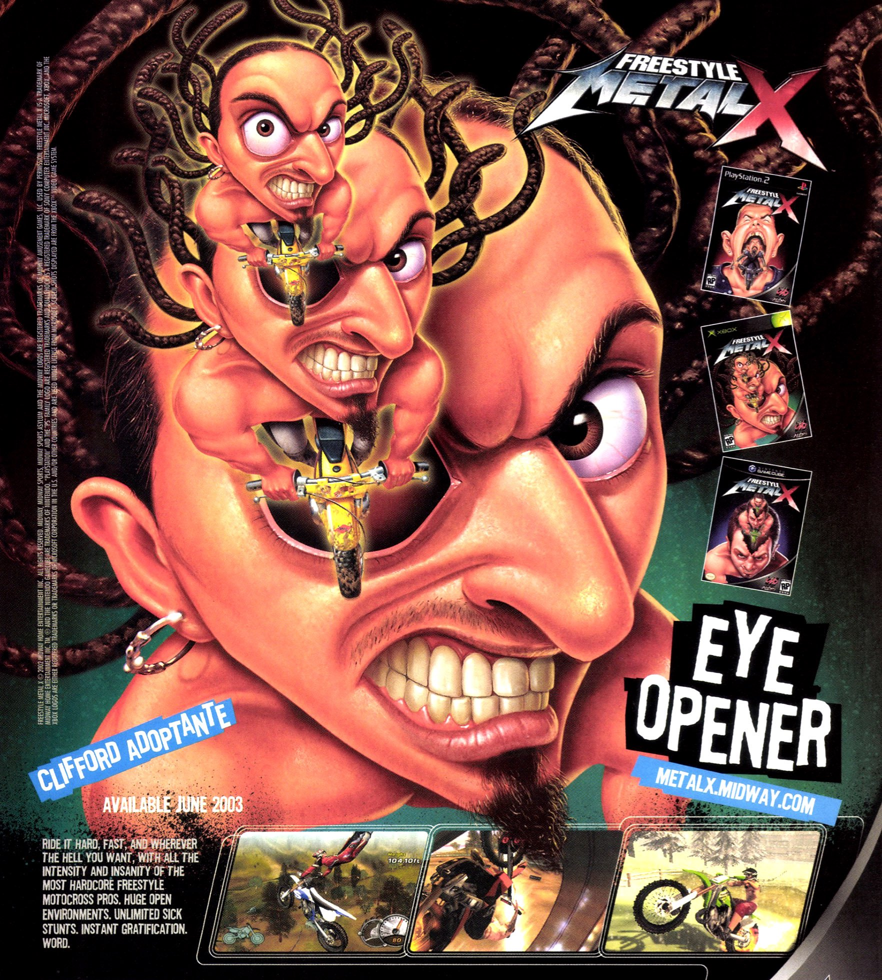
7,300
THE NUMBER OF COPIES *DAVE MIRRA FREESTYLE BMX 2* FOR PS2 SOLD IN JANUARY
(ACCORDING TO NPD)



21 million
THE AMOUNT FOR WHICH DAVE MIRRA IS SUING ACCLAIM, CITING INJURY OF REPUTATION DUE TO THE RELEASE OF *BMX XXX*

photos from Getty Images

FREESTYLE METAL X


PlayStation 2
FREESTYLE METAL X
XBOX
FREESTYLE METAL X
NINTENDO GAMECUBE
FREESTYLE METAL X
Height
104.10ft
80
CLIFFORD ADOPTANTE
EYE OPENER

METALX.MIDWAY.COM

AVAILABLE JUNE 2003

RIDE IT HARD, FAST, AND WHEREVER THE HELL YOU WANT, WITH ALL THE INTENSITY AND INSANITY OF THE MOST HARDCORE FREESTYLE MOTOCROSS PROS. HUGE OPEN ENVIRONMENTS. UNLIMITED SICK STUNTS. INSTANT GRATIFICATION. WORD.

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

PlayStation 2

NINTENDO GAMECUBE

XBOX

MIDWAY SPORTS Asylum

FREESTYLE METAL X © 2002 MIDWAY HOME ENTERTAINMENT INC. ALL RIGHTS RESERVED. MIDWAY, MIDWAY SPORTS, MIDWAY SPORTS ASYLUM AND THE MIDWAY LOGOS ARE REGISTERED TRADEMARKS OF MIDWAY AMUSEMENT GAMES, LLC. USED BY PERMISSION. FREESTYLE METAL X IS A TRADEMARK OF MIDWAY HOME ENTERTAINMENT INC. TM, ® AND THE NINTENDO GAMECUBE ARE TRADEMARKS OF NINTENDO. "PLAYSTATION" AND THE "PS" FAMILY LOGO ARE REGISTERED TRADEMARKS AND DUALSHOCK IS A REGISTERED TRADEMARK OF SONY COMPUTER ENTERTAINMENT INC. MICROSOFT, XBOX, AND THE XBOX LOGOS ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF MICROSOFT CORPORATION IN THE U.S. AND/OR OTHER COUNTRIES AND ARE USED UNDER LICENSE FROM MICROSOFT. SCREEN SHOTS DISPLAYED ARE FROM THE XBOX™ VIDEO GAME SYSTEM.

PREVIEWS

And you thought *Frontline* rocked....

THIS ISSUE

75 Alien Breed 2K4
68 Aliens Vs. Predator: Extinction
68 Backyard Wrestling
74 Destruction Derby Arenas
76 Disgea: Hour of Darkness
75 Dragon Ball Z: Ultimate Battle 22
60 Enter the Matrix
64 Final Fantasy X-2
72 Futurama
72 Gallop Racer 2003: A New Breed
77 Gladius
71 The Hobbit
67 The Hulk
75 I, Gladiator
58 Indiana Jones & Emperor's Tomb
66 Jak II
75 Lowrider
68 Mace Griffin: Bounty Hunter
56 Medal of Honor: Rising Sun
75 Metal Slug 3
62 Pitfall Harry
75 Red Dead Revolver
74 Resident Evil Online
70 Robin Hood: Defender of Crown
72 RTX: Red Rock
58 Silent Line: Armored Core
75 Sphinx
76 Splashdown 2
62 Summer Heat Beach Volleyball
71 Tak and the Power of Juju
70 Tomb Raider: Angel of Darkness
67 Wakeboarding Unleashed
71 Warhammer 40,000: Fire Warrior

MEDAL OF HONOR
RISING SUN

FIRS LOO

A tale of two brothers

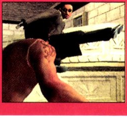
We've known it was on its way for a while now, but EA finally unveiled *Medal of Honor: Rising Sun* at a gala San Francisco event in early March. The new game is much more ambitious than previous episodes, with some welcome departures from the established formula. For one, this is actually the first of a two-part adventure starring two brothers, Donny and Joe Griffin. In this first chapter, you step into the boots of Joe and fight alongside your brother until a vicious firefight separates you in the early stages of the war. (A different story awaits Donny in the following game.) Also differentiating it from past games, *Sun*'s Pacific Theater setting (1941-1944) covers the attack on Pearl Harbor, the assault at Guadalcanal, and encounters in the Philippines.

Publisher: EA Games **Developer:** EA L.A. **Release Date:** November

TACTICAL THINKING

Real tactics in the field

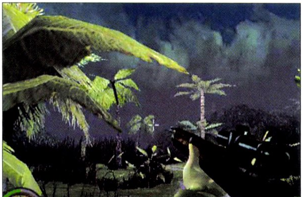
As in past *Medal of Honor* efforts, battles are coordinated and planned based on input provided by military advisor Capt. Dale Dye.

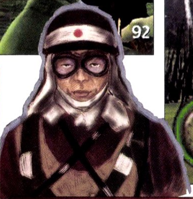


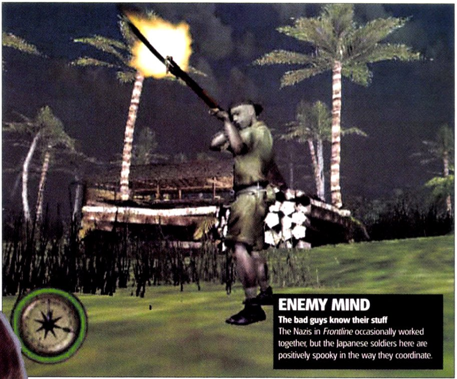
60 EXPANDING
Enter the Matrix enhances the *Matrix* mythos.

66 CHANGING
Jak II transforms our hero into a bona fide badass.

77 CREATING
Gladius adds the word "Gladiatorial" to our vocab.







ENEMY MIND

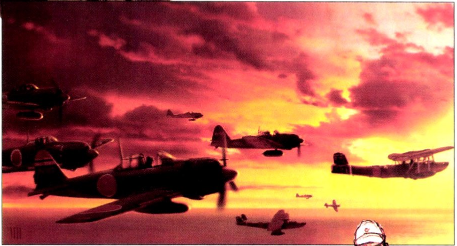
The bad guys know their stuff

The Nazis in *Frontline* occasionally worked together, but the Japanese soldiers here are positively spooky in the way they coordinate.

Early Impression

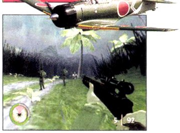
"We always get excited about *Medal of Honor* around here, and *Rising Sun* is by far the most spectacular game of the series yet. The version we saw was extremely early, but it displays a level of emotional involvement that seems much deeper than that found in *Frontline*."

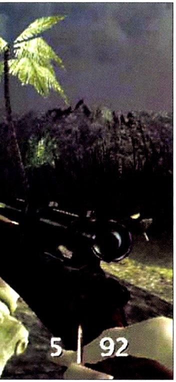
-John Davison

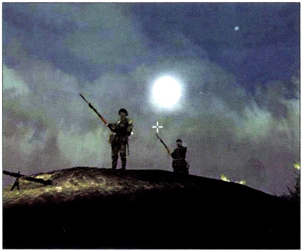


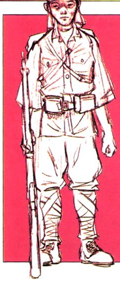
Movies to watch

- Bridge on the River Kwai (1957)
- In Harm's Way (1965)
- Tora! Tora! Tora! (1970)
- Midway (1976)
- Pearl Harbor (2001)







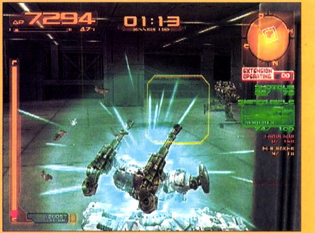


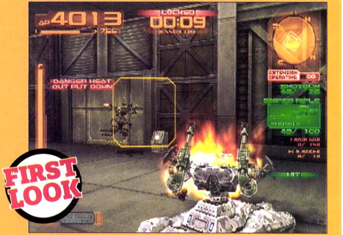
Freedom?

Frontline pretty much funneled you through the game along a path from which you could never really deviate. In *Rising Sun*, you have a lot more freedom to explore different possibilities. Remember the "on rails" parts, where you just went with the flow and shot at stuff? This time, you get more opportunities to break away from this and alter the fate of your squad by tackling enemy targets with different kinds of tactics. The Axis Powers don't stand a chance.

No time for love, Dr. Jones.

THE NEXT INDY FLICK
The fourth *Indiana Jones* movie, with Harrison Ford and Sean Connery, is still scheduled for release in July 2005.





SILENT LINE: ARMORED CORE

If we've learned one thing at *OPM*, it's that people who get into *Armored Core* games *really* get into *Armored Core* games. Hence the impending release of *Silent Line*, yet another sequel-to-a-sequel in the series. This one doesn't fundamentally change the game, but it does offer a new first-person view, 400 new parts for your Armored Core, a computer-controlled buddy, and four-way i.Link play.

Publisher: Agetec **Development:** Agetec **Release Date:** June

Do you have what it takes to build the ULTIMATE Armored Core robot?

Enter your own creation (using *Armored Core 3*) to the mech masters at Agetec and you could win some cool prizes, including:

- A copy of *Silent Line: Armored Core*
- A limited-edition *Armored Core* action figure
- A spot on an *OPM* demo disc, so everyone can download your winning robot!

Agetec will pick five (5) winners, one in each of the following categories: 1) Coolest-looking robot; 2) Heavyweight champ; 3) Middleweight champ; 4) Lightweight champ; 5) Overall best robot.

Just send your robots on a PS2-compatible Memory Card to:

Agetec, Inc.
Silent Line: Armored Core robot contest
P.O. Box 70158
Sunnyvale, CA 94086-0158

PlayStation 2
SILENT LINE

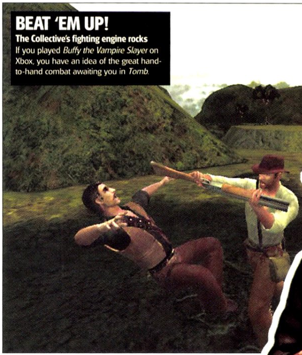
Please include a self-addressed, stamped envelope if you want your card returned! All entries must be received by April 25, 2003. For official rules and all that other legal mumbo-jumbo, check out www.playstationmagazine.com.

INDIANA JONES AND THE EMPEROR'S TOMB

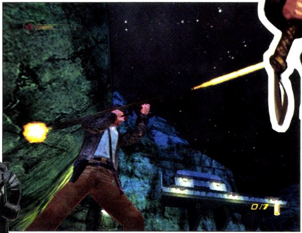
A prequel to the cinema classics

The original tomb raider finally gets his PS2 due this May in *Indiana Jones and the Emperor's Tomb*. And if the Xbox version is anything to go by, this adventure (set just before *The Temple of Doom*) should please most hardcore Indy fans (those who know *Temple* actually precedes *Raiders of the Lost Ark* and *The Last Crusade*, chronologically). As you might expect, the plot sends the man in the fedora across the world on a quest for a legendary artifact that may or may not exist—and that the Nazis want, too. This means plenty of fisticuffs using The Collective's fantastic hand-to-hand fighting engine.

Publisher: LucasArts **Developer:** The Collective **Release Date:** May



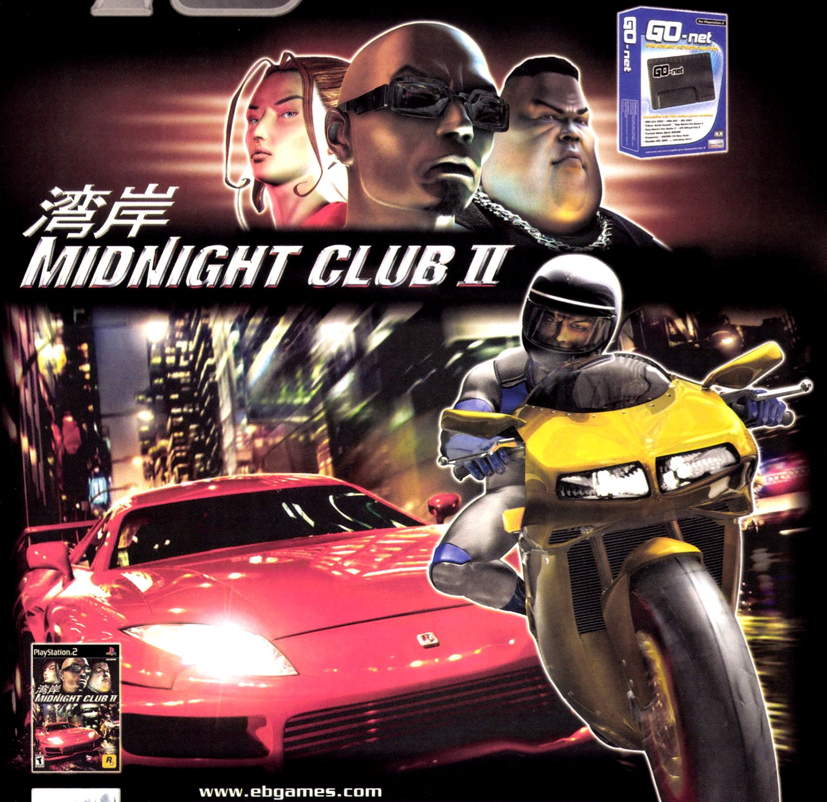
BEAT 'EM UP!
The Collective's fighting engine rocks
If you played *Buffy the Vampire Slayer* on Xbox, you have an idea of the great hand-to-hand combat awaiting you in *Tomb*.



EB GAMES
electronics boutique®

$10 OFF PS2 ADAPTOR

Purchase Midnight Club II for PS2 and receive $10 OFF the Network Adaptor for PS2 instantly with this coupon. Offer expires 5/30/03


GO-net
BROADBAND NETWORK ADAPTOR
GO-net
湾岸
MIDNIGHT CLUB II
PlayStation.2
湾岸
MIDNIGHT CLUB II

ONLINE
BROADBAND ONLY

www.ebgames.com

Call 1.800.800.5166 for the store nearest you

ENTER THE MATRIX

HANDS ON

One of the most ambitious games ever produced

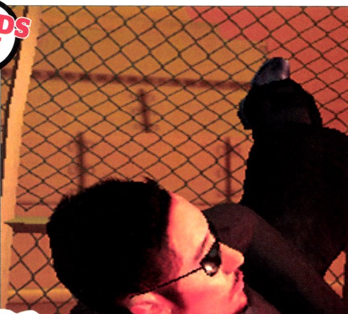
If nothing else, we have to commend the ambition behind *Enter the Matrix*. While some might be disappointed to play as new characters from *The Matrix Reloaded*—Jada Pinkett Smith's Niobe or Anthony Wong's Ghost—as opposed to Neo or Trinity, *Enter* basically serves as its own chapter in the *Matrix* saga (enough to make the continuity in LucasArts' *Star Wars* games seem irrelevant by comparison). *Matrix* creators/writers/directors the Wachowski brothers actually wrote the game's involved story while overseeing Shiny's development of the title with as much care as they would a *Matrix* film. Along with *The Animatrix* (see sidebar), the Wachowskis intend to make all *Matrix* games as integral to the story as the films themselves.

"It's basically a plan that's so *far* beyond what goes on in our industry, I thought it would be impossible," says Dave Perry, Shiny's president. "We needed to get all the actors, all the costume designers, all the set designers...everybody had to work on this videogame. The brothers themselves would have to write scripts for the game, too. Much to my amazement, they've delivered absolutely everything they've promised. This is truly the way games and Hollywood are going to work together, and it just amazes me that two guys can just walk into the industry and change the way it functions from that point forward. [The actors] had hundreds of scenes, they had thousands of moves, and they had small books of lines to memorize so they could act onstage."

And he's not just referring to motion-capture sessions and voice recordings (both of which are plentiful); the game features an hour of film-quality footage you won't see anywhere else.

But is it any good? We've had limited time with an early version that wasn't without its rough spots. However, we're happy to see nice gameplay variety (shooting and driving missions accompany stylized hand-to-hand combat), and we count on the game's story to be one of the year's best.

Publisher: Atari **Developer:** Shiny Entertainment **Release Date:** May 15



Beretta
15 | 15
SERVICE & INFORM
PUBLIC PO
Health 100%

"We asked [focus groups] to put together a list of everything they could possibly think of to put into a *Matrix* game," says Perry. "It was a pretty long list with 'fighting Agents,' 'kung-fu fighting'—all kinds of stuff. It turns out we have absolutely everything on the list."

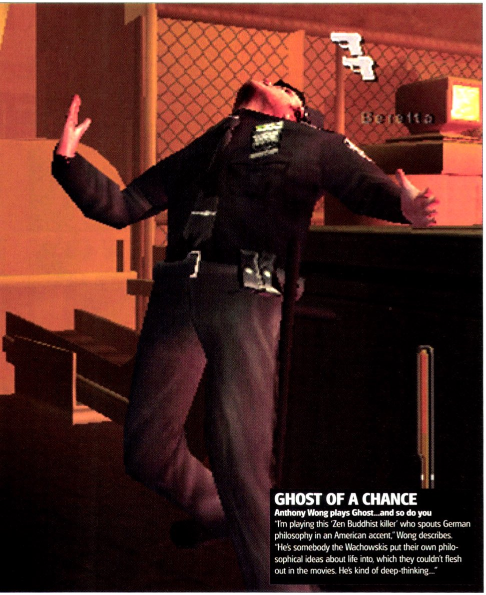
WHO IS NIOBE?

Jada Pinkett Smith tells us

"Niobe's the captain of [another] rebel ship," she says. "Her attitude is pretty much, it's going to be her way no matter what. She does what she wants when she wants, how she wants to do it."

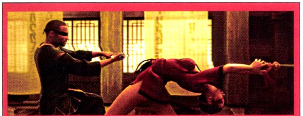
www.theanimatrix.com
View episodes of *The Animatrix* to further pump you up for *Enter the Matrix* and the new movies.

DID YOU KNOW?
At one point, Carrie-Anne Moss' character, Trinity, was intended to be of African-American descent.



GHOST OF A CHANCE

Anthony Wong plays Ghost...and so do you
"I'm playing this 'Zen Buddhist killer' who spouts German philosophy in an American accent," Wong describes. "He's somebody the Wachowskis put their own philosophical ideas about life into, which they couldn't flesh out in the movies. He's kind of deep-thinking...."



Enter the Animatrix

Think the Wachowskis exhausted their *Matrix* writing with the movies and game? Think again. The brothers have also written nine animated shorts known as *The Animatrix*. Eight studios participated in creating episodes, each with completely different styles. Our favorite so far: "Last Flight of the Osiris" (pictured), with its better-than-*Final Fantasy: The Spirits Within* computer animation. Its story leads directly into *Reloaded* and the game.

THEY TOOK THE RED PILL

MATRIX STARS TELL US ABOUT THEIR EXPERIENCE

Jada Pinkett Smith, Anthony Wong, and Lachy Holme had no idea what they were in for. "The answer is no," says Smith when asked if she was aware that her deal to play Niobe in *The Matrix Reloaded* and *Revolutions* also required her to put four months of extra time and energy into *Enter the Matrix*. "[First, I read] the two movie scripts—I had to make sure they didn't have any buck-naked scenes. So then later [the Wachowskis] said, 'OK, we're gonna send you another script—it's the videogame script.' I said, 'A *videogame* script? All right, then send it.' I'm thinkin' it's gonna be this little 30 pages or something—little noises you have to make when you get hit or something. But it was like this huge, massive—"

"200-page script," chimes in Wong.

"I mean, yeah!" Smith continues. "It was even longer than a regular script. So then I was like, 'Whatever. If the boys say they're doing this videogame, I'm down, because I know that whatever they say is gonna be the next level.' So I didn't really ask any more questions after that; I was just like, 'Yeah, I'll do the videogame, and you guys figure out how you're going to do this script.'"

Smith wasn't alone. Neither Wong nor Holme knew about the extra game-related work that awaited them beyond their small roles in the films. "I had heard there would be a non-profit-generating game on the Internet only," Wong recalls. "Then I got into Oakland and I saw the game script, and I went, 'Oh my God, I'm one of the leads in this!'"

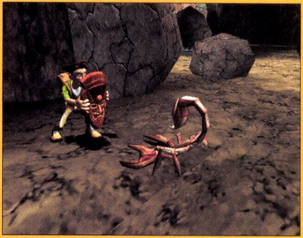
Oddly enough, it was Holme—the guy whose character, Sparks (similar in role to Tank in the original), isn't even playable in the game—who had the most to do. "I was thinking I would have maybe two or three scenes. [The brothers] said, 'The script will be at your hotel room tonight. And you know about the videogame, right?' 'Now what's that?' 'You're doing the game, too.' I said, 'Ah.' You know, we were all thinking it would be 'umph!', 'ahh!' and things like that. And I said, 'Do I have a big role in the game?' And Andy Wachowski leaned back and said...'Yeahhhh.' And then the game scripts arrive. [Jada] gets her script; [Anthony] gets his script—I get *both* of their scripts plus my *own* stuff with the tutorial and all this. So this phone book arrives, and I'm thinking, 'I don't have to read *all* these.' Then I flip through it...I'm on every page. And I start to panic. I'm thinking, 'Jesus Christ!' And then there's the actual *Enter the Matrix* script, which is what we filmed stuff from—there's an hour of that. Then there's the tutorial on top of that, which is 45 pages in itself.... So that's how I found out about the game!"

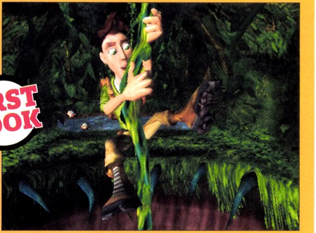
To help out the actors, the Wachowskis sent everyone some research material—a PS2 with games. Says Holme, "They would say things like, 'It's *Spider-Man*. Tobey Maguire used his voice on that. He's a pussy compared to you guys.' ([Understand] that's not an attack on Tobey Maguire.) And then he gave us *Grand Theft Auto III* to check out the car chases and the action. 'They're pussies compared to what you guys are gonna be.' Yesterday, I had the opportunity to play [*Enter the Matrix*]. It's just insane."

"Yeah, but it's nothing compared to *Resident Evil*," adds Smith. "My favorite is *Resident Evil*, and it can't compare. But the Wachowskis are video *junkies*. They know what they want!"

We couldn't let the cast go without asking what every gamer wants to know: Since the Matrix itself is basically one big futuristic, deadly videogame, do they think the people of Zion look at characters like Mario and Pac-Man as the harbingers of doom? Smith's answer is short, sweet, and very, very quick: "Yes!"

5 Number of previous games in the *Pitfall* series. Also the number of years since the last game, *Pitfall 3D*.



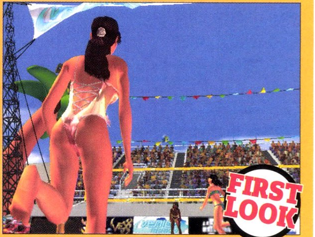


FIRST LOOK

PITFALL HARRY

The disappointingly toonified *Harry*'s all-new, Activision-dubbed "Pathways to Adventure" engine combines "Pathway" levels (i.e., narrow-path platforming) and "Adventure" levels (i.e., wide-open spaces) wherein Harry can employ "Heroic Actions" (i.e., attacks) to combat enemies, and "Direct Control" (i.e., dual-stick maneuvers à la *Ape Escape*) to overcome obstacles in a variety of ways.

Publisher: Activision **Developer:** Activision **Release Date:** Fall



FIRST LOOK

SUMMER HEAT BEACH VOLLEYBALL

We get the question all the time (meaning never): "Hey, *OPM*! GameCube has *Beach Spikers*. Xbox has *Outlaw Volleyball* and *DOA: Xtreme Beach Volleyball*. When do PS2 owners get to objectify women in a beach volleyball game?!" The answer: this summer. *Beach Volleyball* features 14 characters (even males!), 12 Spring Break locales, and an in-depth Create-A-Player mode.

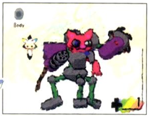
Publisher: Acclaim **Developer:** Acclaim Studios Cheltenham **Release Date:** Summer

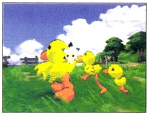
COLOR QUEST

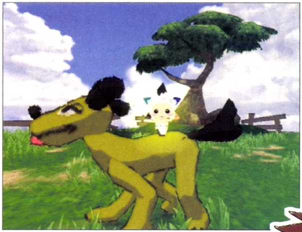
Win, lose...and draw!

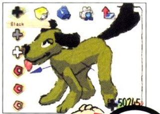
Move over, *Monster Rancher*. Take a hike, *Pokémon*. There's a new monster game in town—and it's unlike any of those other titles. Rather than breeding the ultimate beast or trying to catch 'em all, you can create countless critters in *Color Quest* by...*drawing* them. Using a palette of colors and a range of brushes, you can turn the simplest doodles into ferocious beasts. Well, maybe not *ferocious*, considering the game's decidedly kiddie feel. But don't let the childlike charm put you off of *CQ*—the depth of the slow-paced gameplay can win over the most cynical gamers. And since *CQ* gradually eases you into drawing your doodles, you can take your time building up better and better beasties, regardless of your artistic talents—or lack thereof.

Publisher: Agetec **Developer:** Taito **Release Date:** May

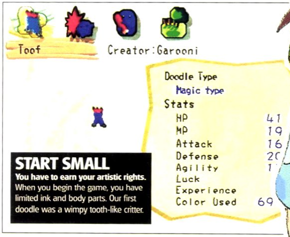








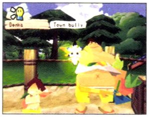
HANDS ON

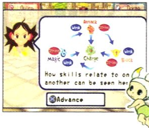


Doodle Type
Magic type
Stats
HP 41
MP 19
Attack 16
Defense 2
Agility 1
Luck
Experience
Color Used 69

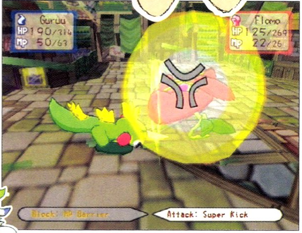
START SMALL

You have to earn your artistic rights. When you begin the game, you have limited ink and body parts. Our first doodle was a wimpy tooth-like critter.





How skills relate to on another can be seen her



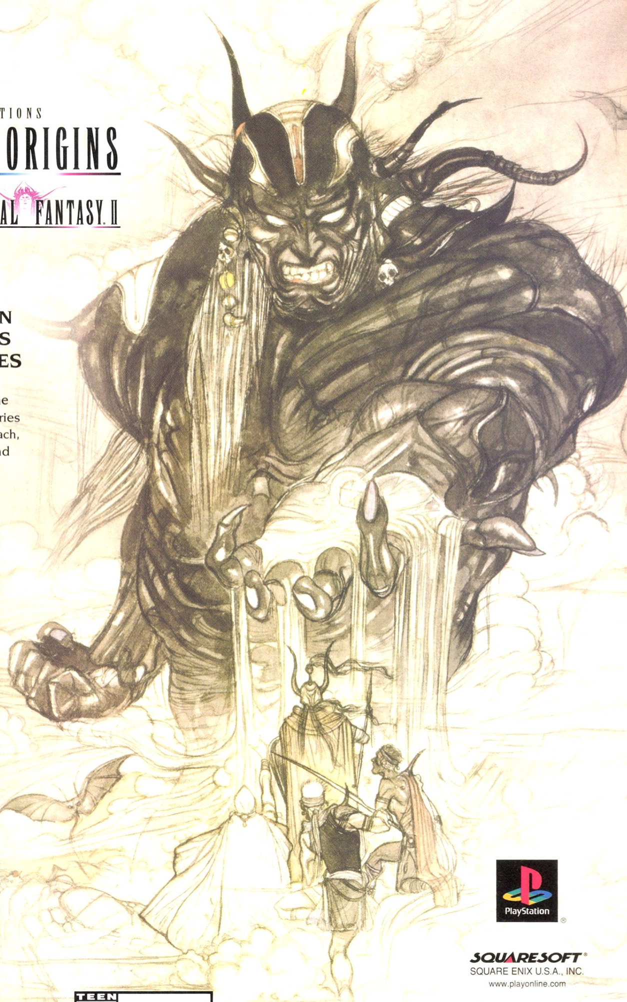
REMASTERED EDITIONS

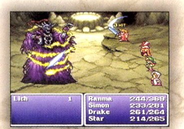
FINAL FANTASY® ORIGINS

FINAL FANTASY® & FINAL FANTASY® II

EXPERIENCE THE FIRST TWO GAMES IN THE WORLD-FAMOUS FINAL FANTASY® SERIES

Two complete, classic games in one exclusive package. Two amazing stories with dozens of hours of gameplay each, plus all-new enhanced graphics and bonus features. Two incredible adventures at one low price.





Lich 1

Ranma 244/368
Simon 233/281
Drake 261/264
Star 214/265

TEEN
T
CONTENT RATED BY ESRB

Violence

PlayStation®

SQUARESOFT®
SQUARE ENIX U.S.A., INC.
www.playonline.com

©2003 SQUARE ENIX CO., LTD. All Rights Reserved. ILLUSTRATION: ©1987, 1988 YOSHITAKA AMANO. FINAL FANTASY and the SQUARESOFT logo are registered trademarks of Square Enix Co., Ltd. FINAL FANTASY ORIGINS is a trademark of Square Enix Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

MASSAGE THERAPY
One of the missions in *FFX-2* includes a minigame with Yuna (in disguise) massaging the sultry LeBlanc!

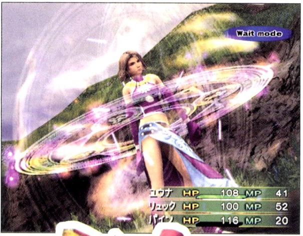
FINAL FANTASY X-2

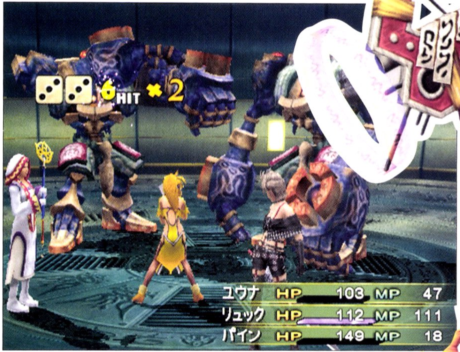
HANDS ON

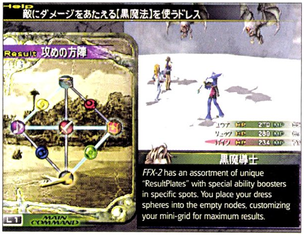
Fun Fearless Females

Wow. We knew *Final Fantasy X-2* was meant to be a lighthearted fling of an RPG, but after playing through the Japanese release, we were blown away by its wacky humor and penchant for playful pulchritude. From the opening sequence (clearly inspired by *Charlie's Angels*) to the wacky battle animations to the diverse assortment of missions, everything is a radical departure from the serious tone set by prior *Final Fantasies*. Longtime fans might be a bit taken aback—but once you play it, you'll see it's also got plenty of substance to supplement its sassy style.

Publisher: Square Enix **Developer:** Square **Release Date:** Fall


Wait mode
ユウナ HP 108 MP 41
リュック HP 100 MP 52
パイン HP 116 MP 20


6 HIT ×2
ユウナ HP 103 MP 47
リュック HP 112 MP 111
パイン HP 149 MP 18



Help 敵にダメージをあたえる【黒魔法】を使うドレス

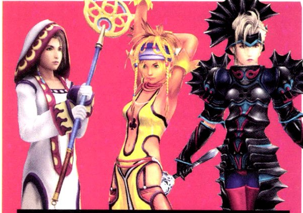
Result 攻めの方陣

黒魔導士

ユウナ HP 270
リュック HP 289
パイン HP 234
L1 MAIN COMMAND

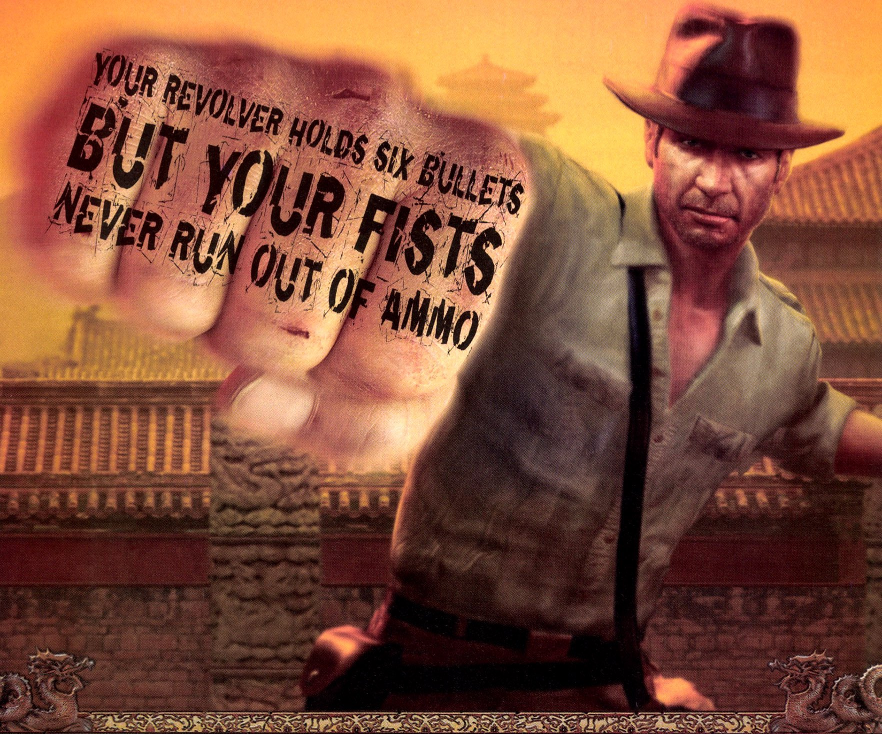
FFX-2 has an assortment of unique "ResultPlates" with special ability boosters in specific spots. You place your dress spheres into the empty nodes, customizing your mini-grid for maximum results.

Help ロケーションを選択します
STORY Lv 1 COMPLETE 0%



Dress for Success

Who cares what's inside you? In *FFX-2*, it's all about how you look! With the new "Dress Up" mode, you can change costumes on the fly during battles, thereby altering your skills, stats, and abilities. Think of it as a mix of the job system from *Final Fantasy Tactics* with the Sphere Grid from *FFX*, all manipulated in real time. Pictured here: Yuna as a White Mage, Rikku as a Gambler, and Paine as a Dark Knight. And the big gal to the right? That's Yuna as a Dark Gunner.


YOUR REVOLVER HOLDS SIX BULLETS
BUT YOUR FISTS
NEVER RUN OUT OF AMMO

INDIANA JONES®
AND THE EMPEROR'S TOMB™

The original raider returns – Indiana Jones. Legendary adventurer. Daring rogue. And the most butt-kicking archeologist the world has ever seen. Punch, whip and kick your way through Nazis, assassins, mystical warriors and the Asian underworld, and see if you have what it takes to unearth the Heart of the Dragon.

XBOX
Official Xbox Magazine
EDITOR'S CHOICE

www.emperorstomb.com

TEEN
T
CONTENT RATED BY
ESRB
VIOLENCE

PC CD

XBOX™

PlayStation®2

© 2003 LucasArts Entertainment Company LLC. © 2003 Lucasfilm Ltd & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and / or in other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Official Indiana Jones website
www.indianajones.com

LUCAS Arts

Jak has a soul patch now.

BY THE NUMBERS
The hub city in *Jak II* is 24 times the size of the largest level in *Jak and Daxter.*

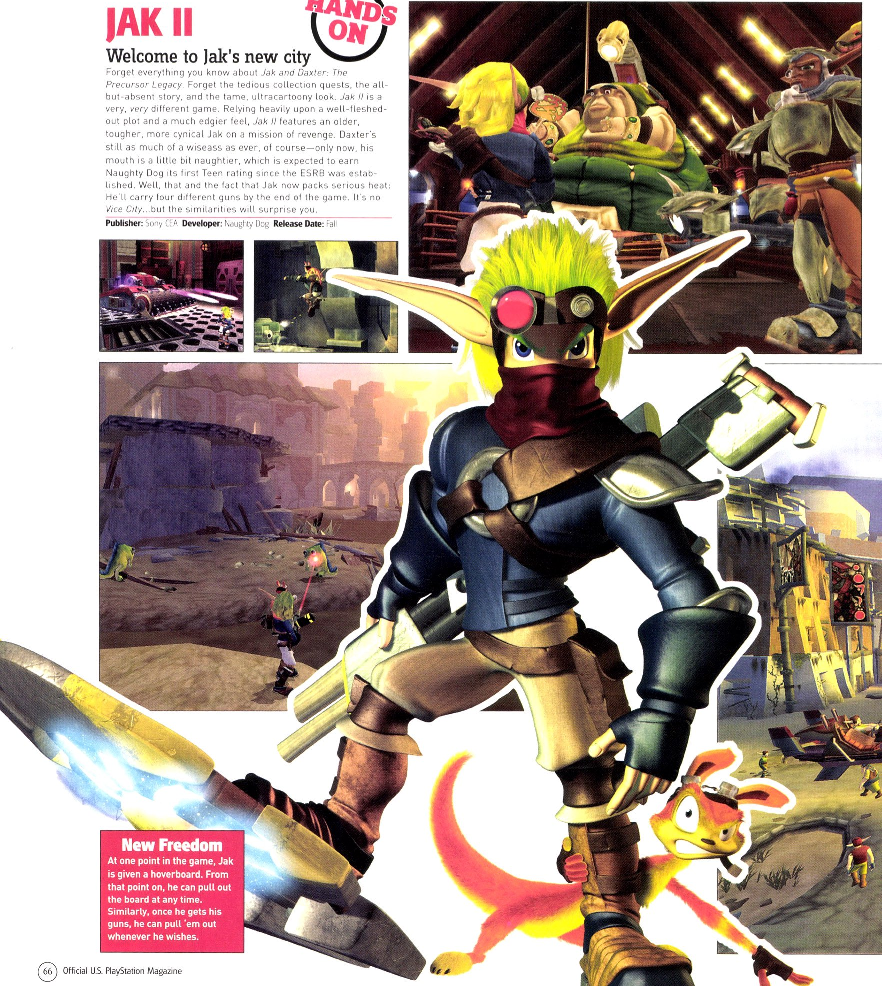
JAK II

HANDS ON

Welcome to Jak's new city

Forget everything you know about *Jak and Daxter: The Precursor Legacy*. Forget the tedious collection quests, the all-but-absent story, and the tame, ultracartoony look. *Jak II* is a very, *very* different game. Relying heavily upon a well-fleshed-out plot and a much edgier feel, *Jak II* features an older, tougher, more cynical Jak on a mission of revenge. Daxter's still as much of a wiseass as ever, of course—only now, his mouth is a little bit naughtier, which is expected to earn Naughty Dog its first Teen rating since the ESRB was established. Well, that and the fact that Jak now packs serious heat: He'll carry four different guns by the end of the game. It's no *Vice City*...but the similarities will surprise you.

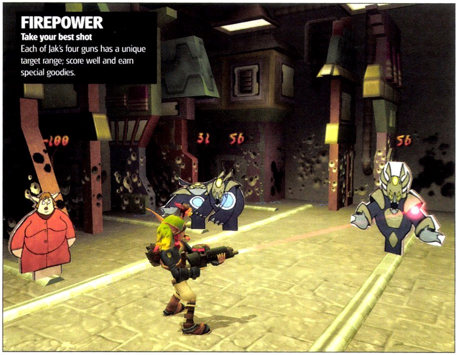
Publisher: Sony CEA **Developer:** Naughty Dog **Release Date:** Fall



New Freedom
At one point in the game, Jak is given a hoverboard. From that point on, he can pull out the board at any time. Similarly, once he gets his guns, he can pull 'em out whenever he wishes.

NAUGHTY, NAUGHTY

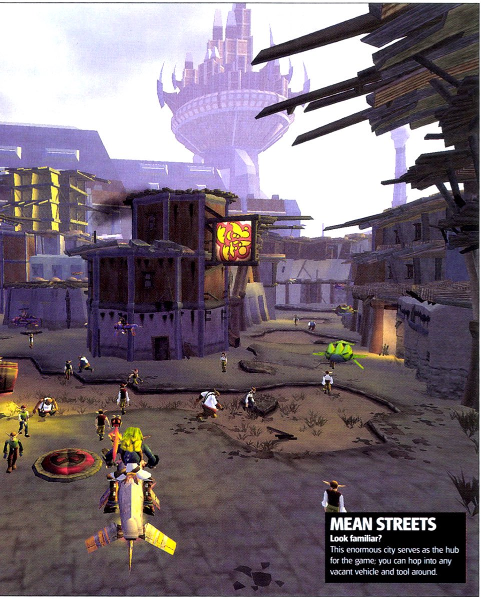
Naughty Dog is responsible for the first "nude code" in a videogame. Its 1994 Sega Genesis release *Rings of Power* featured an alternate opening screen with a buck-nekkid gal.



FIREPOWER

Take your best shot

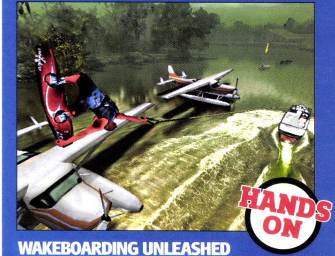
Each of Jak's four guns has a unique target range; score well and earn special goodies.



MEAN STREETS

Look familiar?

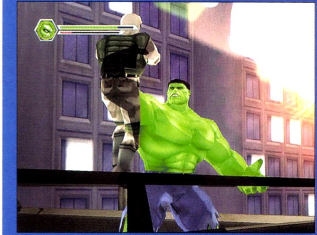
This enormous city serves as the hub for the game; you can hop into any vacant vehicle and tool around.

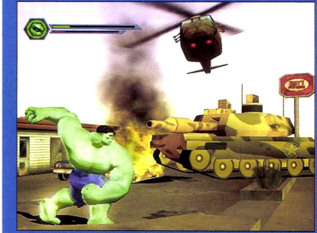


WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

Formerly known as *Shaun Murray's Pro Wakeboarder*, this game still strikes us as a little odd. But it looks like the premise of doing tricks while being pulled around by a boat might actually turn out to be a damn good time with the addition of dozens of varied challenges in the vein of *Tony Hawk 4*. We're intrigued, but cautious.

Publisher: Activision **Developer:** Shaba Games **Release Date:** June

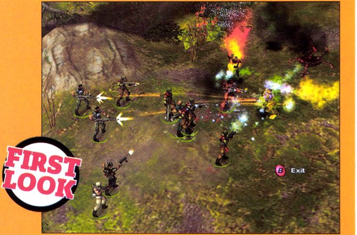




THE HULK

For *The Hulk*, Black Label is doing all it can to ensure not only a good superhero game, but also one that stays true to June's blockbuster film. Though it serves more as a sequel than a playable interpretation of the film's events, the game features actor Eric Bana as Bruce Banner. Play as the good doctor in stealth missions, and prepare yourself for some serious "Hulk smash!" levels, too.

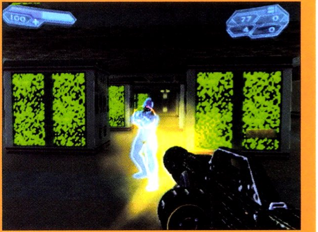
Publisher: Black Label **Developer:** Radical **Release Date:** June

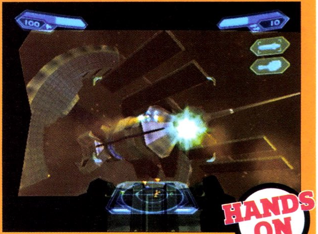


ALIENS VERSUS PREDATOR: EXTINCTION

Extinction...as in, what you'll be facing if you don't wipe out your opponents in this real-time strategy game. Playing as human colonial marines, Aliens, or Predators, you work your way through 21 different missions (seven per race), training and upgrading 10 different units per species. It sounds a bit simple, but that's not necessarily a bad thing (see *Army Men RTS*).

Publisher: EA Games/Fox Interactive **Developer:** Zono **Release Date:** Summer



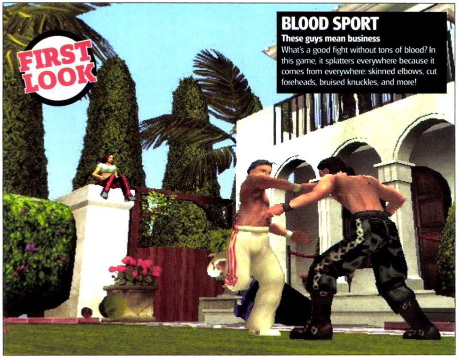


MACE GRIFFIN: BOUNTY HUNTER

After getting early (very, *very* early) playable code of this intriguing game, we were able to check out the seamless corridor-shooter meets space-combat engine, and it definitely works as advertised. Mace can walk right into his ship, step up to the controls, and take off. He can even get up and walk around the ship in midflight. Now, we're hoping the gameplay can live up to the technology.

Publisher: Black Label Games **Developer:** Warthog **Release Date:** April

DIRTY GIRLS
When you think of *Backyard Wrestling,* think girls, girls, girls... including these Vivid porn stars.



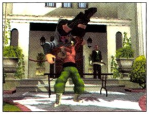
BLOOD SPORT
These guys mean business
What's a good fight without tons of blood? In this game, it splatters everywhere because it comes from everywhere: skinned elbows, cut foreheads, bruised knuckles, and more!

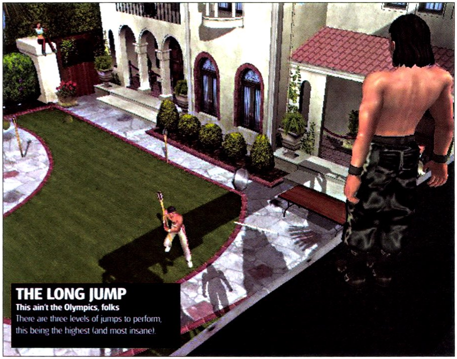
BACKYARD WRESTLING

Blood and rooftop-jumpin' glory

There's something about batting a dude upside the head with a tiki torch (lit), throwing him onto a mattress (also lit), and then tossing him into a gargantuan stereo speaker (electrified) that makes us feel this game's got potential. While we think people who watch this stuff live are ill, we marvel at how well it translates into a game. You can jump off *any*thing (rooftops, stages, balconies), everything is a weapon, and you can beat up the Insane Clown Posse—which we're very much in favor of. It may not be *Def Jam: Vendetta*, but it still rocks pretty hard.

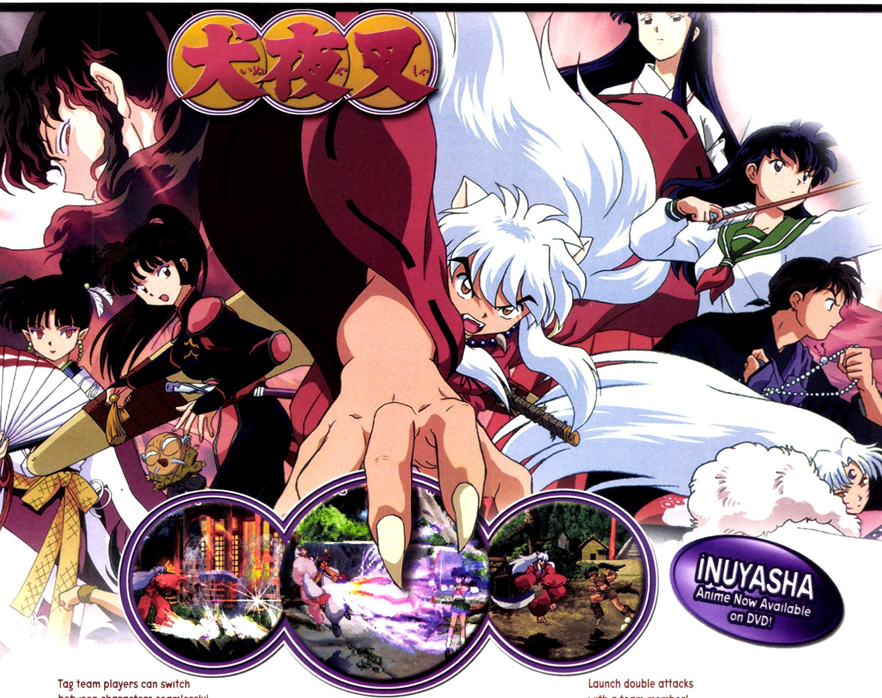
Publisher: Eidos **Developer:** Paradox **Release Date:** Summer





THE LONG JUMP
This ain't the Olympics, folks
There are three levels of jumps to perform, this being the highest (and most insane).

A TEST OF SKILLS... A BATTLE OF WILLS!


犬夜叉
いぬ
や
しゃ
INUYASHA
Anime Now Available on DVD!

Tag team players can switch between characters seamlessly!

Engage in 2 player and single player combat or tag team battles!

Launch double attacks with a team member!

From the hot new Television Show on Cartoon Network!

Based on the comic by the great manga artist, Rumiko Takahashi, Bandai is proud to present INUYASHA for the PlayStation game console! Battle your way through the thrilling world of INUYASHA and unlock new characters for hours of pulse-pounding fighting action! Go head-to-head against a friend, or team up in tag-team and versus modes! In this fight for fun, you'll always come out the winner!

INUYASHA
A Feudal Fairy Tale

TEEN
T
CONTENT RATED BY ESRB

Suggestive Themes
Violence

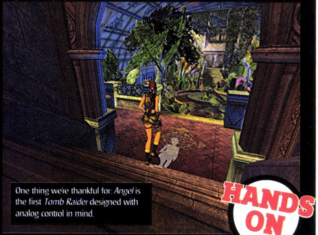
PlayStation ®

Inuyasha ® or TM, the Inuyasha logo, and all related characters and elements are trademarks of Shogakukan Production Co., Ltd. © 2003 Rumiko Takahaski/Shogakukan-YTV-Sunrise. © 2002-2003 BANDAI. This product is manufactured, distributed and sold under license from ShoPro Entertainment. All Rights Reserved.

BANDAI ®

SPECIAL EDITIONS

Preorder *Tomb Raider* at EB and receive a special edition DVD. Preorder at GameStop and get this wacky Lara bobblehead doll!



One thing we're thankful for: *Angel* is the first *Tomb Raider* designed with analog control in mind.

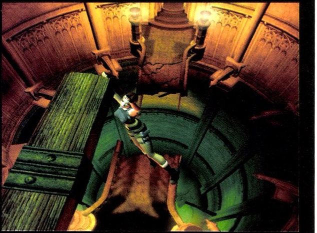
HANDS ON

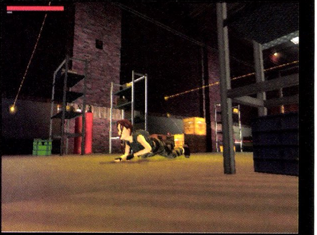
TOMB RAIDER
THE ANGEL OF DARKNESS

We've played it! Finally!

We were beginning to think it would never happen, but alas, we've finally gotten some hands-on time with the new *Tomb Raider*. Lara looks spectacular, and the environments she plunders have a warm, cartoonish feel. There's plenty of variety in the gameplay department—*Metal Gear Solid* and *Resident Evil* influences are apparent—and Kurtis Trent (that psychic oddball you play as near the end) actually seems pretty cool. As it stands, the handling is rather weak, with shooting a chore and jumping imprecise. Core has the game's look down pat—if it can get the play mechanics set, we might have a winner on our hands.

Publisher: Eidos **Developer:** Core Design **Release Date:** May (or May not!)





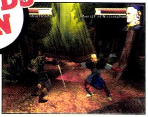
HANDS ON

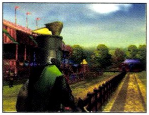
ROBIN HOOD
DEFENDER OF THE CROWN

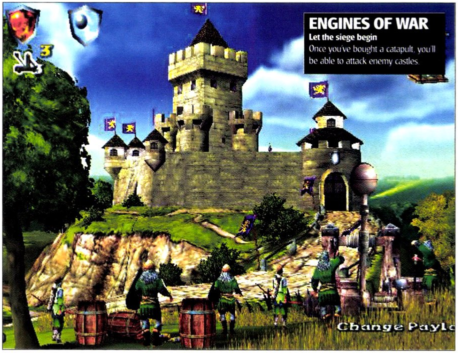
War rages across the land

Quick: Name one turn-based strategy game on PS2 not made by Koei. No, we couldn't think of any either, but Cinemaware is aiming to remedy that with *Robin Hood*. Based on the classic *Defender of the Crown* (originally released on Amiga in 1986), this version expands upon the original with more territories (38 in all!), new types of soldiers (including footmen and archers), and lots more visceral action scenes (like sword fighting, jousting, and archery)—not to mention a greater emphasis on story and historical accuracy. It's still a turn-based strategy game at heart, though; while the action scenes are in real time, building armies and fortifying territories is the key to success.

Publisher: TBA **Developer:** Cinemaware **Release Date:** Spring



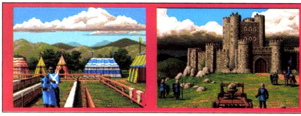




ENGINES OF WAR

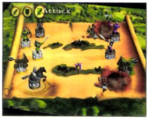
Let the siege begin

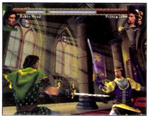
Once you've bought a catapult, you'll be able to attack enemy castles.

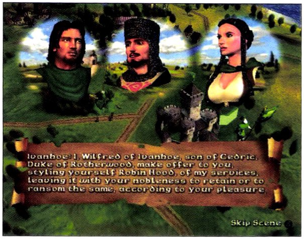


Keepin' It Real

These two screens are from the original *Defender of the Crown* for Amiga. Note how close *Robin Hood*'s representations of these scenes are to the original.







Ivanhoe: I, Wilfred of Ivanhoe, son of Cedric, Duke of Rotherwood, make offer to you, styling yourself Robin Hood, of my services, leaving it with your nobleness to retain or to ransom the same, according to your pleasure

DID YOU KNOW?
J.R.R. Tolkien wrote *The Hobbit* as a children's book. Although *The Lord of the Rings* continues the story, it's obviously aimed more at adults.

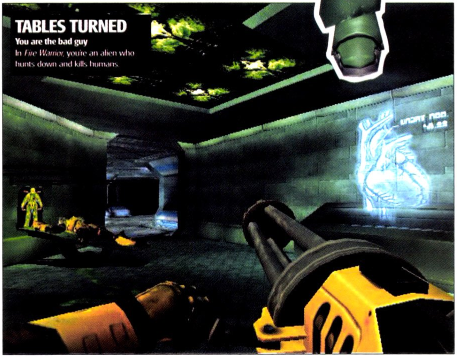
WARHAMMER 40,000 FIRE WARRIOR

In the future, there is only war

If you're familiar with the *Warhammer* universe, you no doubt know it's pretty much the pinnacle of hardcore RPG-dom. Players collect and paint hundreds of miniatures (fantasy creatures for the original *Warhammer*, space marines and aliens for the *40K* offshoot), then pit them against each other in vast tabletop battles. It's slow, strategic, and very, very complex.

So, of course, it's a no-brainer choice as the basis for a first-person shooter in which you heft 15 weapons through 17 levels, with a story line involving a day in the life of a human-hating alien Tau. It's like *Doom* meets *24* meets the 41st millennium.

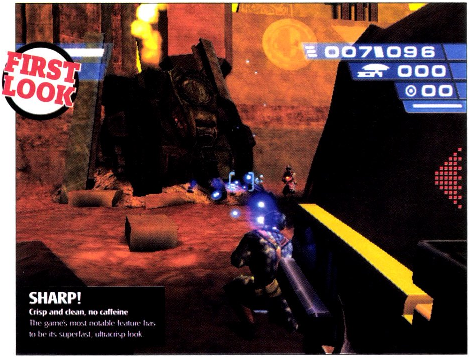
Publisher: THQ **Developer:** Kuju **Release Date:** Fall



TABLES TURNED

You are the bad guy

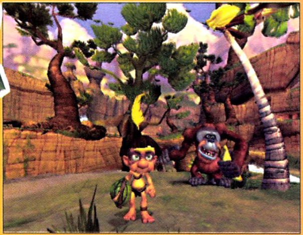
In *Fire Warrior*, you're an alien who hunts down and kills humans.



SHARP!

Crisp and clean, no caffeine

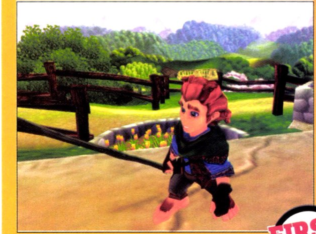
The game's most notable feature has to be its superfast, ultracrisp look.

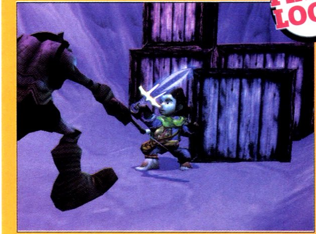


TAK AND THE POWER OF JUJU

You might think a game coproduced by THQ and Nickelodeon would, by default, offer nothing of interest to adults. If so, you'd be way off; *Tak* combines platforming standards with unique puzzle-solving elements and some genuinely funny slapstick humor to create a game that reminds us most of *Abe's Oddysee*. That's a good thing, and we're eager to see more.

Publisher: THQ **Developer:** Avalanche Software **Release Date:** Fall





FIRST LOOK

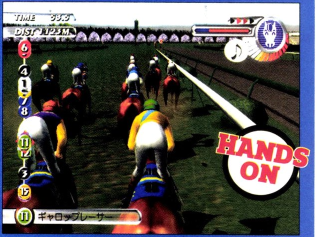
THE HOBBIT

With all the *Lord of the Rings* mania these days, a game based on the epic's prologue, *The Hobbit*, was inevitable. Appropriately enough, Inevitable Entertainment is developing this former GameCube exclusive, which follows the adventures of Bilbo Baggins from an unexpected party in Hobbiton to a battle of five armies near Lonely Mountain. Oh, and there's something about a ring, too.

Publisher: Sierra **Developer:** Inevitable Entertainment **Release Date:** Fall

Wheeler reads *OPM* for its PS23 coverage.

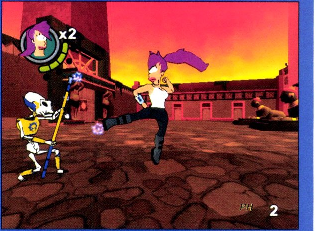
YOU'LL DIG GALLOP RACER IF...
You know who Ed Burgart is. We had no idea until Tecmo informed us he's one of the living legends of horse-race announcing.

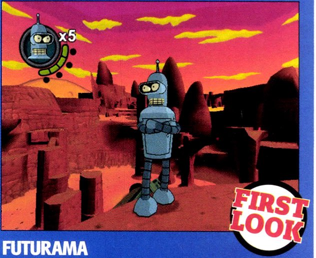


GALLOP RACER 2003: A NEW BREED

It's a niche series, but those who enjoy horse racing have always loved *Gallop Racer*. True to form, *A New Breed* emphasizes not only racing by the furlong, but also the act of breeding a champion thoroughbred. When Tecmo presented the game to journalists at an actual track, long-time gamers were bested by middle-aged women who know the sport well. That's how realistic it is.

Publisher: Tecmo **Developer:** Tecmo **Release Date:** Available Now

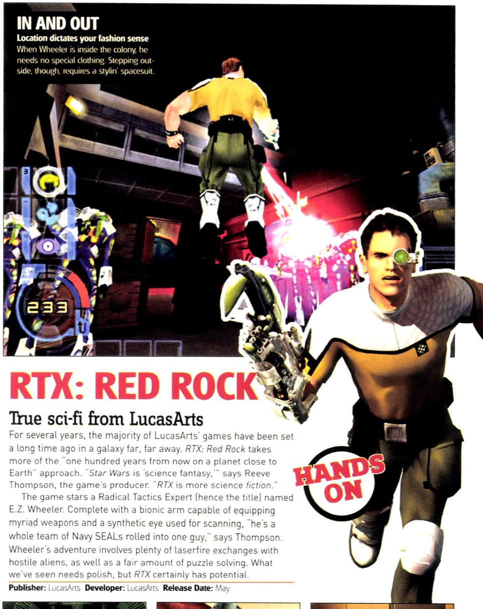




FUTURAMA

Play as Fry, Bender, or Leela in *Futurama* on a quest to stop Evil Mom, who plans to enslave humanity and conquer the universe. The game spans locales seen in the show, from Old New York to Planet Bogad, and all of the voice talent is primed to contribute a few laughs. Fox Interactive's copublisher is yet to be announced, but we have a feeling we'll know soon (our guess: Sierra).

Publisher: Fox/TBA **Developer:** Unique Development Studios **Release Date:** TBA



IN AND OUT

Location dictates your fashion sense

When Wheeler is inside the colony, he needs no special clothing. Stepping outside, though, requires a stylin' spacesuit.

RTX: RED ROCK

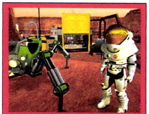
True sci-fi from LucasArts

For several years, the majority of LucasArts' games have been set a long time ago in a galaxy far, far away. *RTX: Red Rock* takes more of the "one hundred years from now on a planet close to Earth" approach. "*Star Wars* is 'science fantasy,'" says Reeve Thompson, the game's producer. "*RTX* is more science *fiction*."

The game stars a Radical Tactics Expert (hence the title) named E.Z. Wheeler. Complete with a bionic arm capable of equipping myriad weapons and a synthetic eye used for scanning, "he's a whole team of Navy SEALs rolled into one guy," says Thompson. Wheeler's adventure involves plenty of laserfire exchanges with hostile aliens, as well as a fair amount of puzzle solving. What we've seen needs polish, but *RTX* certainly has potential.

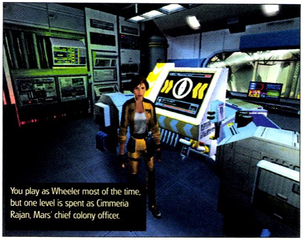
Publisher: LucasArts **Developer:** LucasArts **Release Date:** May

SNIPER RIFLE



Future Vision

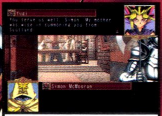
LucasArts takes great pride in the realism offered in *RTX*. The team behind the game has done its research, using NASA diagrams to help design futuristic spacesuits and vehicles like these.



You play as Wheeler most of the time, but one level is spent as Cimmeria Rajan, Mars' chief colony officer.

KONAMI®

INCLUDES THREE LIMITED EDITION OFFICIAL GAME CARDS

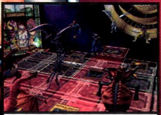


Yugi

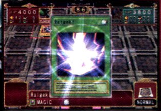
You serve us well, Simon. My mother was wise in summoning you from Scotland

Simon McMooran

2 unique campaigns to undertake in the quest for the Legendary Rose Cards



See full 3D versions of over 850 cards battle on the Duel Field



Card Movement Battle System introduces new and more advanced strategies

The Fate of the World is in Your Hands

Yu-Gi-Oh! THE DUELISTS OF THE ROSES™

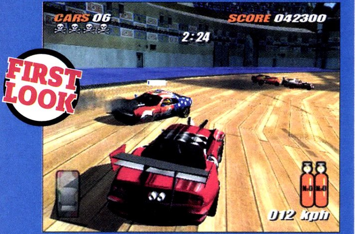
The balance of power is at stake. Will you choose to side with Yugi to reclaim the throne of England or join Seto in his attempts of world domination? The creation of your deck is more important than ever with the addition of all-new 3D battle systems, enhanced fusion and effect systems, and dozens of dueling locations. The most advanced Yu-Gi-Oh! game ever comes to the PlayStation®2 computer entertainment system!

EVERYONE E CONTENT RATED BY ESRB | Mild Violence

www.konami.com/usa

PlayStation®2

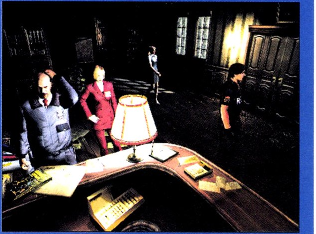
© 1996 KAZUKI TAKAHASHI
Konami and "The Duelists of the Roses" are trademarks or registered trademarks of KONAMI CORPORATION. ©2003 KONAMI CORPORATION. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

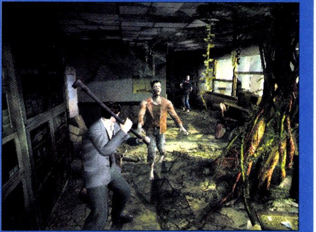


DESTRUCTION DERBY ARENAS

Destruction Derby once reigned as the definitive name in car combat, and it seems Sony is keen to restore the franchise to greatness—by taking it online. Offering 16-player online car combat, *Destruction Derby Arenas* sounds almost too good to be true. Veteran car crusher Reflections (*Driver 3*) is no longer involved, but the team behind the solid *Destruction Derby Raw* is at the helm.

Publisher: Sony CEE **Developer:** Studio 33 **Release Date:** Fall (Europe), U.S. TBA





RESIDENT EVIL ONLINE

We have yet to see *Resident Evil Online* in action, but we like what we hear. We're told the events of the game take place concurrently with the struggles of Leon Kennedy and Claire Redfield in *Resident Evil 2*. Using your broadband connection, team up with as many as seven other Raccoon City denizens aiming to survive the zombies. Sounds ambitious—let's hope it works.

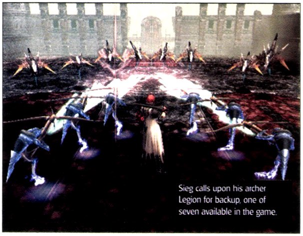
Publisher: Capcom **Developer:** Capcom **Release Date:** Fall

CHAOS LEGION

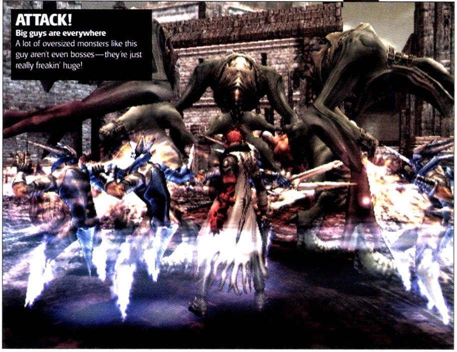
Hack, slash, and summon backup

We've had the chance to play through the first three stages of *Chaos Legion*, and we've gotta say, this is one beautiful-looking game. Imagine the graphics of *Devil May Cry*, only a little more washed-out (in a good, stylish way) and with entirely outdoor action. Unlike *DMC*, though, *Legion*'s camera allows you, as a protagonist named Sieg, to use a straight-ahead perspective whenever you feel like it. It's a handy feature, especially considering the swarms of enemy hordes that attack you in a very *Dynasty Warriors* style as you hack 'n' slash through each linear stage. And Sieg isn't just limited to swordplay—as you play through the game, you can earn and power up as many as seven Legions to fight beside him.

Publisher: Capcom **Developer:** Capcom **Release Date:** June



Sieg calls upon his archer Legion for backup, one of seven available in the game.



ATTACK!

Big guys are everywhere

A lot of oversized monsters like this guy aren't even bosses—they're just really freakin' huge!

472 Number of movie credits listed for Ennio Morricone on the Internet Movie Database (www.imdb.com).

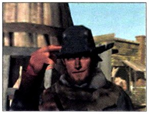
REMEMBER WHEN?
Gladiator hit arcades in '86. Opponents knocked off your armor piece by piece until you were down to your skivvies.

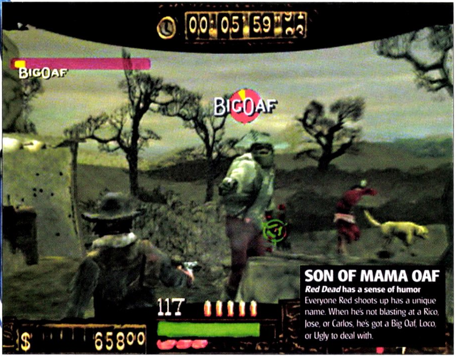
RED DEAD REVOLVER

A sure shot

Capcom's salute to the spaghetti-western movies of the 1960s just keeps getting more appealing. *Red Dead Revolver* stars a square-jawed gunslinger named Red. He's out for revenge, and his quest takes you everywhere you'd want it to: frontier towns, mine shafts, ghosts towns, military forts, and the like. With six-shooter in hand (plus a few other weapons), Red guns it out with his fair share of outlaws. But the best part? Licensed music from Ennio Morricone! You'd better believe that means tunes from *A Fistful of Dollars* and, even better, *The Good, the Bad and the Ugly*.

Publisher: Capcom **Developer:** Capcom **Release Date:** Late Summer

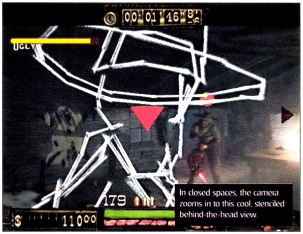




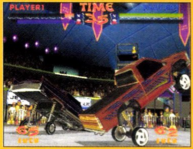
SON OF MAMA OAF

***Red Dead* has a sense of humor**

Everyone Red shoots up has a unique name. When he's not blasting at a Rico, Jose, or Carlos, he's got a Big Oaf, Loco, or Ugly to deal with.



In closed spaces, the camera zooms in to this cool, stenciled behind-the-head view.



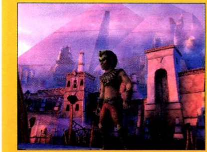
LOWRIDER
Publisher: Jaleco
Developer: PCCW
Release Date: October
Although we featured it in Only in Japan in Issue #63, to our surprise, Jaleco is bringing out *Lowrider* for all the gang-bangers over here.

METAL SLUG 3 🇯🇵
Publisher: Playmore
Developer: Playmore
Release Date: April (Japan)
If *Contra: Shattered Soldier*'s gameplay proved too complex for you, perhaps *Metal Slug 3*'s simple run-n-gun mechanics will please.

ALIEN BREED 2K4
Publisher: TBA
Developer: Team 17
Release Date: 2004
Based on the *Alien Breed* Amiga franchise, *2K4* boasts action and adventure gameplay. Think *Baldur's Gate: Dark Alliance* in space.

DRAGON BALL Z: ULTIMATE BATTLE 22 PSone
Publisher: Infogrames
Developer: Bandai
Release Date: March
Despite being 7 (!) years old, this halfway-decent *DBZ* fighting game will *finally* see a U.S. release.

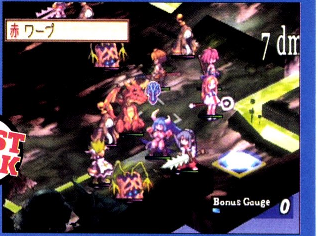
I, GLADIATOR
Publisher: Acclaim
Developer: Acclaim Manchester
Release Date: Fall
This high-action, ultra-gory title looks great in early footage. Fight mythological monsters in Rome, circa 106 A.D.



SPHINX
Publisher: THQ
Developer: Eurocom
Release Date: Fall
The developer of *007: NightFire* is working on this platformer set in ancient Egypt, taking special care to impress you with its animation.

REMEMBER WHEN?
Back in 1982, the original *Choplifter!* played like *Defender* and took the Commodore 64 and Apple II by storm!

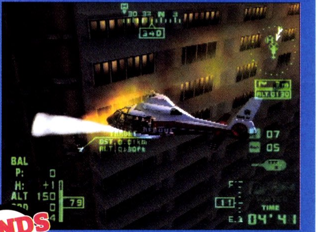
FIRST LOOK



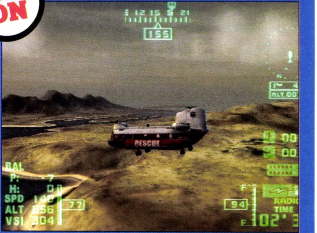
DISGAEA: HOUR OF DARKNESS

Atlus recently revealed this interesting-looking RPG from the makers of *Rhapsody*. Thankfully, *Disgaea* boasts few similarities with the young-girl-oriented PS1 snoozer, though it does offer an equally bizarre story line: This one focuses on a devil boy...and his devil penguin. Sounds odd, to be sure, but its strong emphasis on strategy battles and stellar hand-drawn visuals do intrigue us.

Publisher: Atlus **Developer:** Nippon Ichi Software **Release Date:** Fall



HANDS ON



CHOPLIFTER: CRISIS SHIELD

It ain't easy being a copter pilot—something you'll quickly learn as you struggle to complete your six training levels. But then comes the fun: *Crisis Shield* packs in 18 rescue missions, from airlifting a seaborne citizen to safety to rounding up a collection of rabid zoo animals running amok in the city. The game can get pretty hardcore, but that shouldn't stop flight-sim fans from giving it a whirl.

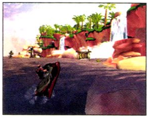
Publisher: Xicat **Developer:** ASK **Release Date:** Available Now

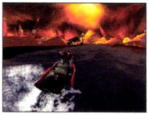
SPLASHDOWN 2

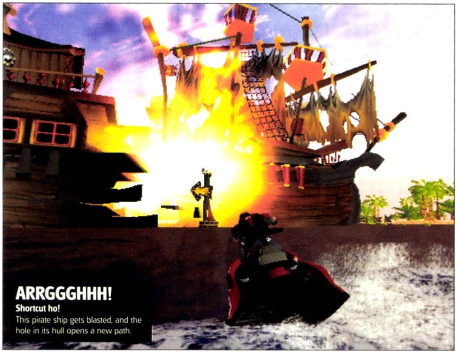
Realistic aqua-racer gets freaky

Those of you who haven't been living under a rock that was, in turn, covered by another rock will no doubt remember Rainbow Studios from such hits as *ATV Offroad Fury* and the first *Splashdown*, which was widely regarded as having the most realistic-looking water effect, like, *ever*. So it's surprising that Rainbow is abandoning the hyperrealism of the first game in favor of a more outlandish, almost cartoony style. This new cinematic presentation features, for example, environments that change as the race progresses, opening new paths as walls crumble and doors open. Think *Hydro Thunder*, only good. You'll also see bigger waves (and a lot more of them) on the 20 all-new tracks, allowing you more opportunities to pull off some of the 75 available tricks.

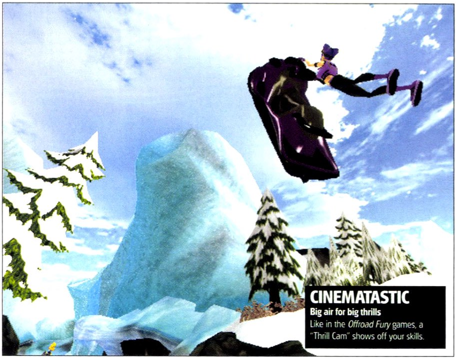
Publisher: THQ **Developer:** Rainbow Studios **Release Date:** June







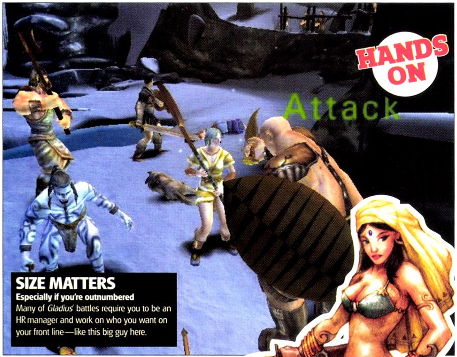
ARRGGGHHH!
Shortcut ho!
This pirate ship gets blasted, and the hole in its hull opens a new path.



CINEMATASTIC
Big air for big thrills
Like in the *Offroad Fury* games, a "Thrill Cam" shows off your skills.

DID YOU KNOW?
When LucasArts first started out (then as Lucasfilm Games), it didn't do any *Star Wars* games. Early titles included *Ball Blazer* (later updated on PS1) and *Rescue on Fractalus.*

www.gladius.com
Check out the game, plus extras like a cool video-developer diary.



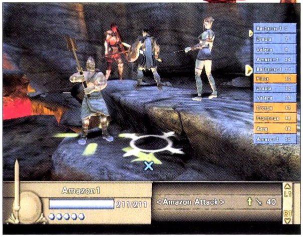
SIZE MATTERS
Especially if you're outnumbered
Many of *Gladius*' battles require you to be an HR manager and work on who you want on your front line—like this big guy here.

GLADIUS

It's a Gladiatorial RPG

We've been struggling for a few months now to define accurately what *Gladius* actually is. Thankfully, LucasArts has been pondering the same thing, and has come up with the "Gladiatorial RPG" moniker. Works for us. Does it help you get your head around it, though? Maybe if we describe the gameplay.... Imagine turn-based RPG combat with a more tactical twist that holds together a strong narrative set in a fantasy *Gladiator* (the movie)-type environment, with added magic. Throw in some spectacular *Final Fantasy*-esque effects and two interweaving story lines, and you have a style of game we've not seen for quite some time. What's the closest thing to it that you might have played before? Probably *Final Fantasy Tactics.*

Publisher: LucasArts **Developer:** LucasArts **Release Date:** August



Roman Wrestlers
In addition to the single-player quest, up to four players can battle in *Gladius* via co-op games, head-to-head battles, and exhibition matches that give the whole game a much stronger "sports" vibe.

COMING SOON

The latest on what's coming out and when. (Just remember that no release date is ever final!)

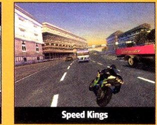
APRIL

ChopLifter: Crisis Shield	Xicat	Rescue Chopper Sim
Colin McRae Rally 3	Codemasters	Rally Racing
Def Jam: Vendetta	EA Games	Rapper Wrestling
Dragon's Lair 3D	Encore	Controllable *Dragon's Lair*
Evil Dead: A Fistful of Boomstick	THQ	Slaughter the Deadites
Final Fantasy Origins (PS1)	Square EA	Classic RPGing
Gunfighter 2: Jesse James	Ubi Soft	Draw! (Your Guncon2)
Midnight Club II	Rockstar	Fast and Furious Racing
NBA Street Vol. 2	EA Big	Arcade B-ball
SX Superstar	Acclaim	The Motocross Lifestyle
Tom Clancy's Splinter Cell	Ubi Soft	Move Over, Snake
X2: Wolverine's Revenge	Activision	*Not* a Fighting Game!

MAY

.hack//MUTATION	Bandai	Pseudo-MMORPG Part 2
BattleBots	THQ	It's Robot Fightin' Time
E.T.: Return to the Green Planet	NewKidCo	Intergalactic Botany
Enter the Matrix	Atari	Take the Red Pill
Finding Nemo	THQ	Disney/Pixar-Type Action
The Hulk	Black Label	Hulk Smash!
Indiana Jones: Emperor's Tomb	LucasArts	Archaeology
IndyCar Series	Codemasters	IndyCar Racing
Lara Croft: Tomb Raider–Angel...	Eidos	Is It Really Ready? Maybe!
Mission: Impossible–Op. Surma	Atari	Spy Game
Return to Castle Wolfenstein	Activision	First-Person Shooter
Road Trip: Adventure Avenue	Conspiracy	Gadget Racing
RTX: Red Rock	LucasArts	Save a Martian Colony
Speed Kings	Acclaim	Street Biking

BattleBots



Speed Kings

JUNE

Charlie's Angels: Full Throttle	Ubi Soft	Play With Cameron Diaz
Crouching Tiger, Hidden Dragon	Ubi Soft	Based on the Movie
Dungeons & Dragons: Heroes	Atari	Four-Player D&D
Freedom: Battle/Liberty Island	EA	Alternate Future Action
Jacked	3DO	Scratch Your Road Rash
Mace Griffin: Bounty Hunter	Black Label	First-Person Shooter
Street Racing Syndicate	3DO	Race for Babes
Wakeboarding Unleashed	Activision	Wakeboarding
The X-Files: Resist or Serve	Sierra	Survival Horror

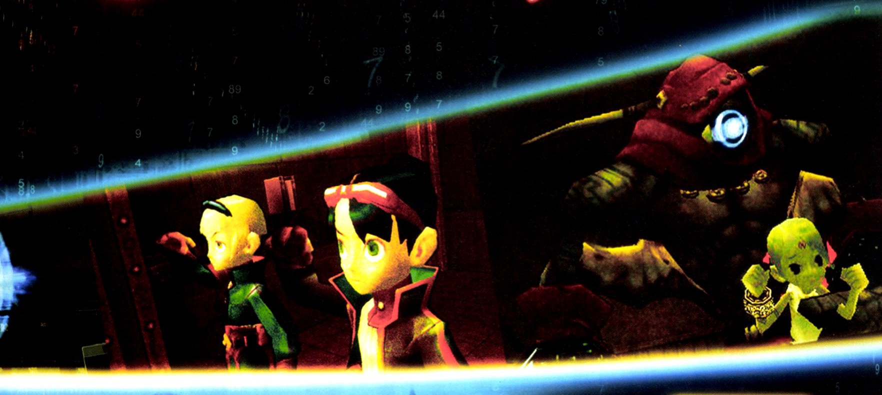
FUTURE RELEASES

.hack//OUTBREAK	Bandai	Pseudo-MMORPG Part 3
Batman: Dark Tomorrow	Kemco	Delayed Till October!
Daredevil	Encore	Blind Crime Fighting
Final Fantasy X-2	Square Enix	Babe-alicious RPG
Freaky Flyers	Midway	Aerial Kart-Racing
Fugitive Hunter	Infogrames	Fugitive Hunting
Gladius	LucasArts	Strategic Gladiating
Hunter: The Reckoning–Wayward	Interplay	Hack 'n' Slash
The Lost	Crave	Go to Hell
Malice	Sierra	A Girl Power Platformer
MTV's Celebrity Deathmatch	Gotham	Destroy Carrot Top!
Nickelodeon Party Blast	Infogrames	Play With SpongeBob
Pitfall Harry	Activision	The Pitfall Series Reborn
Risk	Infogrames	Board Game on Your PS2
RPG Maker 2	Agetec	Create-A-Game
Soul Calibur II	Namco	Greatest Fighter Ever?
Star Ocean: Till the End of Time	Enix	Delayed Till the End of Time
True Crime: Streets of L.A.	Activision	Fight Crime in Los Angeles

BREATH
DRAGON
FROM BENEATH THE SURFACE
A SECRET HIDDEN FOR EONS IS ABOUT TO BE REDISCOVERED

OF FIRE™

QUARTER™



PlayStation.2
BREATH OF FIRE
DRAGON QUARTER
TEEN
CAPCOM

- A brand new evolution of the Breath of Fire series
- New real-time, turn-based battle system
- 3-D worlds evolve to suit your playing style

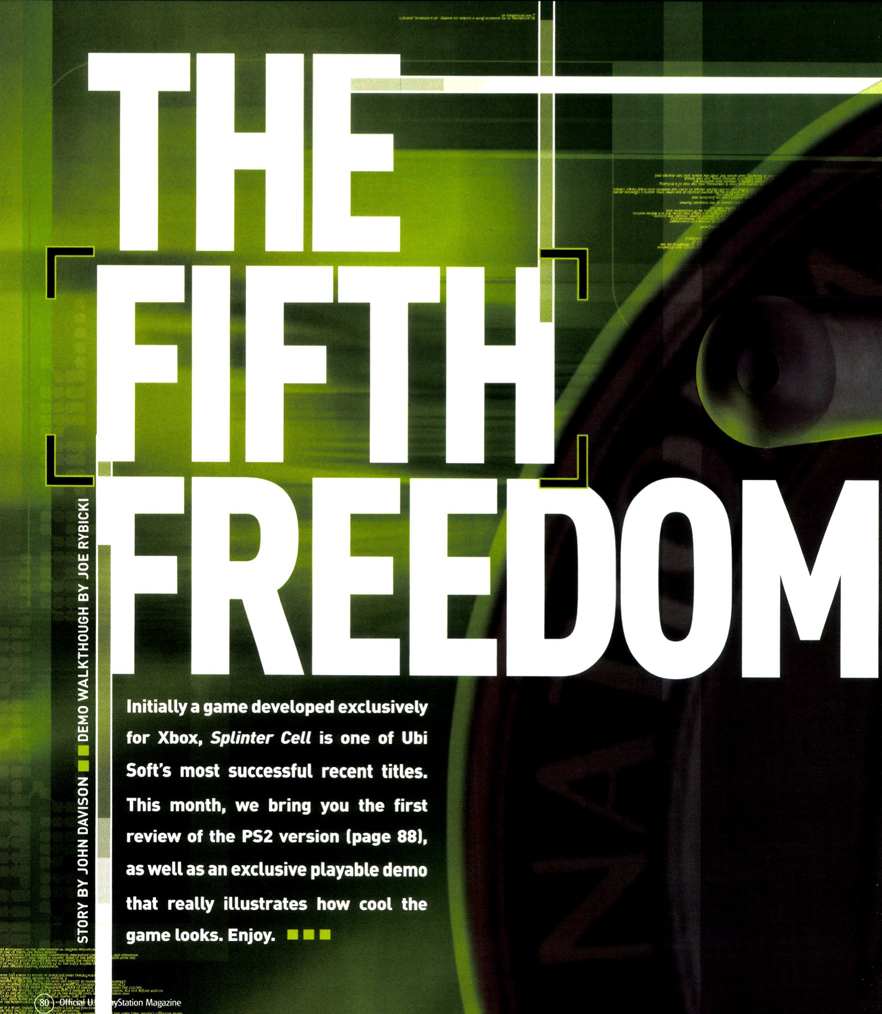
TEEN
T
CONTENT RATED BY ESRB

Blood
Partial Nudity
Violence

PlayStation.2

CAPCOM

© CAPCOM CO., LTD. 1994, 2003 © CAPCOM U.S.A., INC. 1994, 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. BREATH OF FIRE and DRAGON QUARTER are trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.



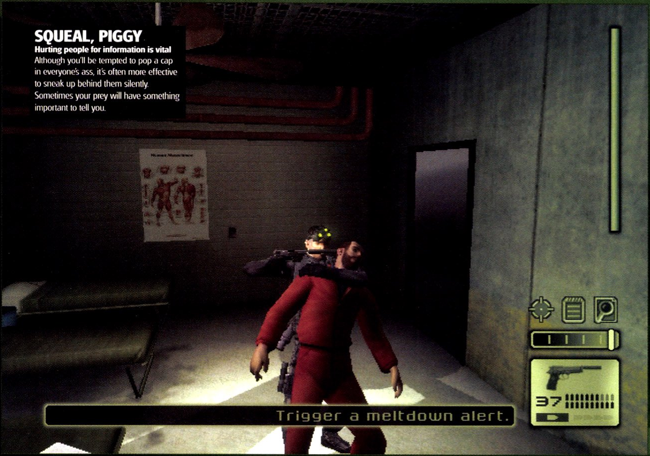
THE FIFTH FREEDOM

STORY BY JOHN DAVISON ■■ DEMO WALKTHOUGH BY JOE RYBICKI

Initially a game developed exclusively for Xbox, *Splinter Cell* is one of Ubi Soft's most successful recent titles. This month, we bring you the first review of the PS2 version (page 88), as well as an exclusive playable demo that really illustrates how cool the game looks. Enjoy. ■■■

CLASSIFIED:
SAM FISHER
1208-33

SPLINTER CELL



SQUEAL, PIGGY

Hurting people for information is vital

Although you'll be tempted to pop a cap in everyone's ass, it's often more effective to sneak up behind them silently. Sometimes your prey will have something important to tell you.

DEFINITION: **The Fifth Freedom permits an operative to use methods not authorized by law, but only when absolutely necessary. An operative can fight the threat of terrorism using the terrorists' own tactics.**

A million words have been written about *Tom Clancy's Splinter Cell* since it was released on Xbox last November, so we won't bore you with many details beyond the following: It's a sneak-em-up involving an elite NSA agent, it's set in the year 2004, and it's been spectacularly well received. *Splinter Cell* has sold nearly a million copies (quite a feat for an Xbox game—only *Halo* has sold more) and it makes a more-than-worthy opponent to *Metal Gear Solid 2*. The PS2 version, released April 8, aims to expand on this success and bring the franchise to the masses.

If you really want to know what the game's like, turn the page, pull the *Underground* DVD from its pouch, and stick it in your PS2 *right now*. We'll even help you through the demo so you can get a good look at what makes *Splinter Cell* so noteworthy.

For many of you, the real question hangs on the game's quality (for more on that, read our review on page 88)—and more important, on how well it's fared in the transition from Xbox to PS2. Much has been made of *Splinter Cell's* graphics on Microsoft's machine. Diehard fans of that system boast with some considerable vigor that it was conclusive proof of the existence of a higher being in their gaming universe—and we agree that it was, without question, stunning. Many have said there was "no way" the PS2 could match it, but take a look for yourself. Though the demo isn't perfect, it does show that many of the original's coolest effects are present and correct on PS2—and a good many of have never before been seen on the system.

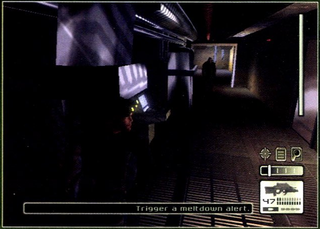
We locked the game's co-producer, Domatille Doat, in a small, darkened room and interrogated him thoroughly about this. "Interestingly, the graphics turned out to be less of an issue than we originally suspected," he reveals before we even start poking things under his fingernails. "The real challenge was optimizing the artificial intelligence so that the guards would react appropriately as Sam [Fisher, the game's protagonist] carried out his duties. We pulled together an expert team to focus on those issues, and that's where most of our time was spent."

Clearly, we'll have to employ some stronger tactics to get him to dish any real dirt on the graphics, so we turn on a really bright light and pace around the room in a menacing fashion. "Because *Splinter Cell* [on Xbox] was so revered for its graphical effects, we knew gamers would be scrutinizing the graphics on other platforms," Doat explains (hopefully somewhat intimidated, although we really can't tell). "We were determined not to sacrifice any of the game's inherent quality in the move to PS2. We started the production a year ago by prototyping an entire mission. It took us three months to really have a perfect prototype capable of delivering the high-quality graphics we were aiming for. Once we learned that our engine could support our vision, the next step was designing all the details. We employed a 2D expert who specializes in Tromp l'Oeil tricks of the eye (check out web.cs.mun.ca/~ulf/misc/tromp.html for examples of this crazy stuff) to hand-create sophisticated textures that reinforce the realism so important to the Clancy brand. When combined with the lighting, the entire effect was better than we could ever have imagined."

Very clever, but what about those fancy lighting effects—how were they done? We shake the lamp in what we hope is a threatening way. "The lighting effects are so important to the gameplay that translating them to the PS2 was our top priority," Doat says, somewhat nonplussed by our lamp maneuver. "Early in development, we assigned our best engineers and graphics people to develop the lighting system for both dynamic and interactive lights. This took approximately two months of total dedication." Just two months? Surely it was

(continued on p. 86)

> **"The lighting effects are so important to the gameplay that translating them to PS2 was our top priority"**



DISSECTING SAM FISHER

In order to get the lowdown on who this Sam Fisher guy really is, we went to the source—and no, that's not Tom Clancy. Producer Mathieu Ferland headed the team behind *Splinter Cell* for Xbox and PC and has worked closely with the team behind the PS2 version. "Many people have asked if Sam Fisher is a character from one of Clancy's books or movies," he says. "The answer is no."

In fact, *Splinter Cell* isn't a Clancy novel or even a Clancy creation; it just takes place in his universe. Still, why not have a familiar character like Jack Ryan or John Clark serve as the game's hero? "Inserting an existing character from a book or movie into the game would require a lot of 'poetic license' to make the history of the character fit within the *Splinter Cell* story," says Ferland.

We've gotta say, though, we like the alternative. Check out the rest of this page for more on who Sam is, what he's packin'...and what he could have been.

HEROIC DUDS

Sam's outfit is "based on a new Navy SEAL suit now being tested by the U.S. military," says Ferland. "The waterproof fabric is nothing new, but one aspect of the suit that is uncommon is that its structure adapts to the wearer's body temperature and compensates for any radical change. This is key because it lets our hero dive into cold water or jump into a burning building without needing to change clothes. The suit also allows for maximum cargo space without being too cumbersome for the operative who wears it." At one point, a more casual civilian ensemble was considered. "It might work for a 'party spy' like James Bond," comments Ferland, "but in the field, a suit is not gonna get the job done."

BLAM!

Ferland fills us in on Sam's firepower: "Sam carries a classic 5.7mm pistol and a versatile SC-20K rifle, which is a modular assault weapon system presently being tested among certain Special Operations groups in the U.S. It offers semi and fully automatic rates of fire. When equipped with an FCS (Fire Control System), the SC-20K becomes deadlier and more accurate at longer range. It can also be equipped with a launcher that can fire conventional grenades, sticky shockers, flares, non-lethal rounds, and reconnaissance tools like laser cameras and other 'special devices.'"

GROOMING THE PERFECT HERO

At one point, the team debated Sam's hair color. Eventually, dark yet graying won. "White hair?" recalls Ferland. "Not very stealthy, is it?" Neither are imperfect eyebrows, apparently. "We went back and forth over how thick or thin or bushy or groomed they should be," Ferland says. "The Sam we know today would be horrified that so much more time was spent on that!"

NIGHT VISION

Sam's night vision goggles play a large role throughout the game. In actuality, Sam sees everything with a greenish tint—but for more aesthetically pleasing purposes, you get a cool black-and-white view. His goggles are more advanced than the real thing, as they effectively incorporate the features of two different gadgets that real military operatives use.

NOT SOME YOUNG PUNK

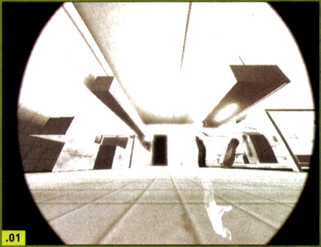
"To execute the type of missions he had to execute, Sam couldn't be a young newbie," says Ferland. "Our guy would be an ex-Navy SEAL/ex-CIA guy with all the experience and training necessary to be an effective solo operative. He has an impressive background and many years of experience. To represent that, we wanted the character to look a little bit older." They also wanted a seasoned actor with a history of military-based roles to provide Sam's voice: You might remember Michael Ironside as Lt. Jean Rasczak in *Starship Troopers*, Lt. Cmdr. Rick "Jester" Heatherly in *Top Gun*...or Dial in *Free Willy*.

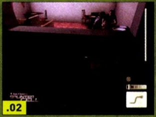
GADGETS GALORE

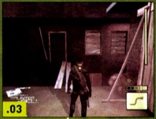
In order to stay stealthy, Sam utilizes a wide selection of spy gadgets. Interestingly, only three (the sticky cam, distraction cam, and camera jammer) were actually created by Ubi Soft. "Almost all of Sam's gadgets are actual prototypes being tested right now by different military organizations," Ferland says. "Remember that the events taking place in *Splinter Cell* are set in a 'day-after-tomorrow' timeline, so any prototypes being tested now will become tools-of-the-trade in a few years."

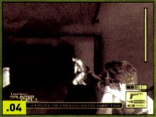
]

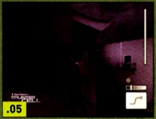
SPLINTER CELL

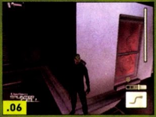

.01

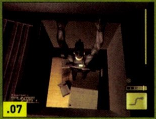

.02


.03


.04


.05


.06


.07

DEMO WALKTHROUGH AND OTHER COOL STUFF TO DO

In all honesty, it's not that tough to beat the Splinter Cell demo—unless you're trying to do it in full Sam Fisher Stealth mode, which makes it considerably more difficult. Here's how to make it through in true secret-agent style.

You begin the demo at the junction of two intersecting alleys. Head to the left and you'll see one of those swinging-plastic doorways like those you sometimes see in the back of grocery stores. Walk through it and you'll come to a doorway. This is the back door to the kitchen of the Chinese restaurant.

.01) Walk up to the door, press *and hold* ⊗, and select "Optic Cable" to whip out the first of your super-high-tech gadgets. This one allows you to scope out what's on the other side of the door by looking under it. In the middle of the room, you'll see the cook working at a counter. Wait a moment and he'll head toward the stove. As soon as his back is to you, hit △ to back out of Optic Cable view. Now, hit ○ to crouch down and then ⊗ to open the door.

Move slowly into the room and turn right so the cook won't be able to see you behind the refrigerator. Tap ⊗ to turn off the lights, then quickly move toward the refrigerator and depress the left analog stick (L3) to put your back to the fridge. Next, press the stick to the left and hit R2; you'll lean around the corner and take aim with a pistol. Do all this quickly enough and you'll cap the cook before he can cry out and alert the guards in the next room.

.02) Once the cook's been taken care of, stay crouched (tap ○ if you stood up already) and cross the room to the wall with the pass-through window. Creep under the window and into the corner of the room. You'll find a ladder—climb it (duh). You'll emerge in a small storage room with another ladder. Climb that one, too. Now, you'll emerge onto a rooftop.

.03) You'll see a couple of boards bridging the gap over to the next building. Hmm, where do you think you should go?

.04) Now, hang on a moment. Before you charge into the room in the next building, read this: The second you get in, you'll need to go right across the small hallway and hit L3 to flatten yourself against the wall, because a guard's going to come around the corner any second. As you did in the kitchen, press the stick to the left and hit R2 to lean out and take aim. Pop the guard in the head and you're good to go.

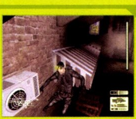
.05) Once you've disposed of the guard, head in the direction he came from. You'll end up on a balcony. You'll see a pipe attached to the wall; move toward the pipe and you'll grab onto it and climb up to the wire stretching over to the next building. Press Up and you'll grab the wire and zip down to the ledge encircling the Embassy. Shimmy around the corner and you'll be able to drop onto the rooftop that

MONKEY BUSINESS

In the ruined apartment (across the wooden planks) is a pipe that runs across the ceiling. Jump up onto it and you'll hang by your arms. Tap ○ and you'll pull yourself up and hang by your legs. In the final game, you'll be able to use this technique to hide from enemies below.

SPEED SPYING

Grab a stopwatch and see how quickly you can beat the demo. Our record is 1 minute, 21 seconds, but you'll have to skip the restaurant to beat us.

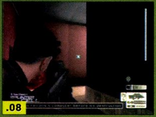


PLATFORM MASCOT

Believe it or not, Sam actually has a double-jump move. Jump into the air near a wall, then tap △ again and he'll use the wall to vault himself higher. It's not terribly useful in this demo, but if you're really sharp you can use it to shave 10 seconds off your completion time.

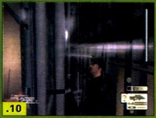
ALL THE RIGHT MOVES

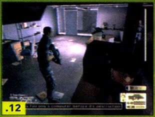
Sam Fisher's got more moves that his big rival Solid Snake. Check out that crazy Van Damme-style splits move! Bet you can't do that. Nope. Thought not.

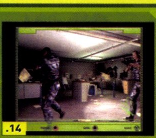

.08

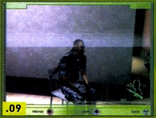
BREAK STUFF

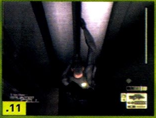
Look hard for the 19 objects (not counting lights) that will break in some way when you shoot them. Having trouble? The items and locations are listed at the bottom of this page. In addition, 15 lights can be shot out.

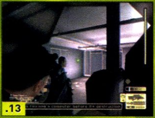

.10

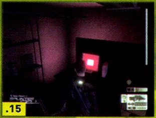

.12


.14


.09


.11


.13


.15

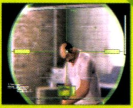
covers the entryway. Don't worry about that shadow behind the curtains; he too busy drinking to see or hear you.

.06] Continue across the roof and you'll come to another ledge. Climb up onto it and follow the building around until you reach another pipe leading up. Climb it and you'll end up in a large access shaft. Look, there's a heating vent in the floor...think you can pry it up?

.07] After you drop onto the table into the room below, stay still for a moment. Hit ⊗ to grab the Diversion Cameras. Then crouch down and creep off the table and around the corner until you see the guard's shadow on the floor. Hit Up or Down on the D-pad until your rifle is selected, then hit R2 to bring it up. If you don't already see a little box with the number 5 in it next to the rifle icon (signifying the number of Diversion Cameras remaining), tap Up or Down on the D-pad again until it comes up.

.08] Now, aim at a spot on the far wall above the guard's shadow and hit L1 (that's your Alternate Fire) to shoot a Diversion Camera onto the wall in front of the guard.

.09] When you're done moving the camera around, aim it directly at the guard and hit ○ to deploy the gas. It'll knock him out instantly. Tap △ to return to your normal view.



DEATH FROM AFAR

Bring up your rifle and tap R3 to go into Sniper mode. It won't be particularly useful in this demo, but check out how the scope auto-focuses on whatever you're pointing it at. Shift from an object in the foreground to one in the background and the first item gets all fuzzy. Cool!

.10] Head through the swinging cloth door with the dragon on it and you'll enter a room with a big hole blown in the wall. Walk forward into the hole until you hit the wall, and then press L3. Slide down the space in between the walls until you come to an open spot; hit L3 again. You'll be standing in front of a pipe that runs down through a hole in the floor.

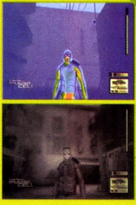
.11] Move toward it to play fireman. Once you get to the bottom, turn around and press yourself against the ruined wall. As you slide down the passageway, you'll hear gunfire from the room. Don't worry—that's just a bunch of good ol' boys shootin' up some computers.

.12] Work your way down to the end, release the analog stick, and press R2. This will bring up your rifle again.

.13] Point it toward the far corner of the room, just in front of the doorway with the glass around it, and use L1 to fire another Diversion Camera. Wait a moment and the guards will start heading for Feirong's computer—which is behind the door your camera is guarding.

.14] The timing on the next part is pretty critical. You'll need to move the camera to follow the lead guard, but keep him in the far left side of the frame. As soon as both guards are in frame and close to the camera, hit ○. Do it right and you'll knock 'em both out instantly; if your timing's off, you may have to head in and finish them off *mano a mano*.

.15] Once both guards are down, open the door on the far side of the room, head to the computer, and hit ⊗. Good work, soldier, you reached the end of the demo. Now go back and try to find all of the neat little effects we've highlighted in the sidebars.



EYE CANDY

Check out these two cool effects right away. First, press Right on your D-pad and Sam will snap on his groovy heat-vision goggles. These will let you detect living bodies in the dark and on the other side of thin walls, windows, and doors. Now, tap Left on the D-pad for the even-groovier night-vision mode. Check out the excellent focus effect that softens up the background.

[ANSWERS: Restaurant: 3 panes of glass (entrance), 2 soap dispensers (bathrooms); Kitchen: 1 fire extinguisher; Storeroom: 2 bottles; Embassy: 1 fire extinguisher; Computer room: 2 CPUs, 5 monitors, 3 panes of glass]

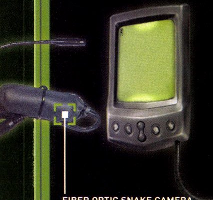
SPLINTER CELL

INSPECT YOUR GADGET

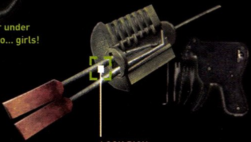
Much of the technology in *Splinter Cell* is real-life stuff. With the help of Google and some patience, you can procure pretty much all of it online. Don't believe us? Check out the URLs we've provided for you here.

NIGHT VISION GOGGLES
See in the dark, and make that cool "weeeee" noise like the dude in *Silence of the Lambs*.
www.nightvisionweb.com/night_vision_goggles.htm

infra-red.hypermart.net/bosnia_thermal_infrared_military.htm

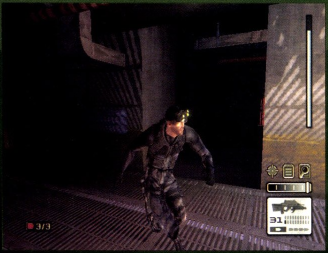


FIBER OPTIC SNAKE CAMERA
Get your real-life snake camera to peer under the girls' locker room door! Whoo hoooo... girls!
www.intellicamspy.com/bizarre.htm



LOCK PICK
Open pretty much any door with this handy gadget.
store.yahoo.com/spytechagency/11289.html

LASER MIC
Point it at something a long way off and hey presto, you can hear it!
www.searchsystems.com/tactical_2000ir.html



more difficult than that. Did they have help? "In order to create an environment rich with shadow, we had to design a dynamic lighting system based on a strong engine," he admits. "We chose to work with the *Unreal* engine for PS2 because it offered the power and flexibility we needed. We wanted to offer the player even *more* interaction with lights and shadows than was possible in the Xbox game, and we believed the *Unreal* engine could make that happen."

"The PS2 version offers an exclusive mission, set in the power plant."

If you've wandered around in the demo by now, you've probably noticed that it's more than funky lighting effects that make *Splinter Cell* noticeably better-looking than most other PS2 games. Many other (mostly very subtle) effects and animations are also happening. "We wanted to really attract players to the game on a visual basis," Doat says, now dishing information without us really threatening anything at all. In fact, he seems only mildly distracted by the sight of Rybicki wandering around the room, nonchalantly swinging a baseball bat. "We have to get them to pick up the game before they discover all the features. So we added some cool visual touches like the physics system, which uses what we call 'soft body.' This is anything in the environment that's not solid, like curtains and flags." Want to see this in action? In the demo, find the curtains and walk through them—the effect is surprisingly realistic. "Also, we added depth blur on both the thermal and night-vision goggle views; objects are clearer as they come closer to the camera." Try this out in the demo, too—it looks extremely cool, and proves Doat's point that neat touches pique interest in the game.

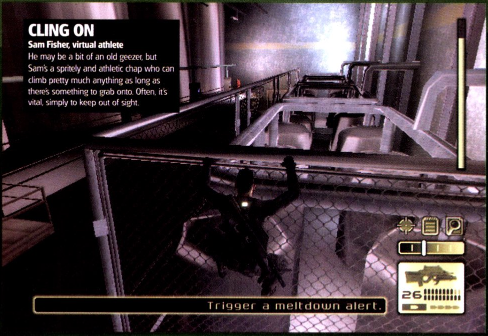
We reach into a bag and pull out a leather pouch like the one Rutger Hauer had when he guest-starred on *Alias* (see, we know our spy pop-culture! Watch—in a minute we'll hypnotize him and tell him he had the best sex of his life). We ask whether, given that it's been six months since the "exclusive" Xbox version (note our derisive tone) hit stores, the team has chosen to make any changes to the game's structure. "Absolutely!" Doat exclaims, looking nervous for the first time...until he notices that the leather pouch is actually a pencil case. We remove a pencil and attempt to look threatening. Apparently, we just look silly.

"First and foremost, the PS2 version offers an exclusive mission, set in the power plant," Doat offers as we use the scary pencil to doodle a picture of an Xbox with smoke coming out if it. "It adds about three more hours of gameplay to the original game. It also features a new uniform for Sam, a suit specific to snow that allows him to hide in the frigid exterior and carry out his mission."

"We've also created a brand-new movie-quality intro and included more than 30 minutes of redeveloped in-game cinematics," he gushes. Anything else? "The A.I. has been slightly tuned, too," he adds. "The guards are all smarter now."

"And we have a new gadget for Sam!" he enthuses. "He now carries binoculars. It may seem like a small improvement, but our play tests revealed that gamers really appreciated the ability of the binoculars to help them scope out guards and escape routes."

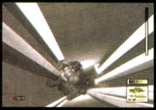
TURN THE PAGE TO READ OUR REVIEW...AND TRY OUT THE EXCLUSIVE PLAYABLE DEMO!

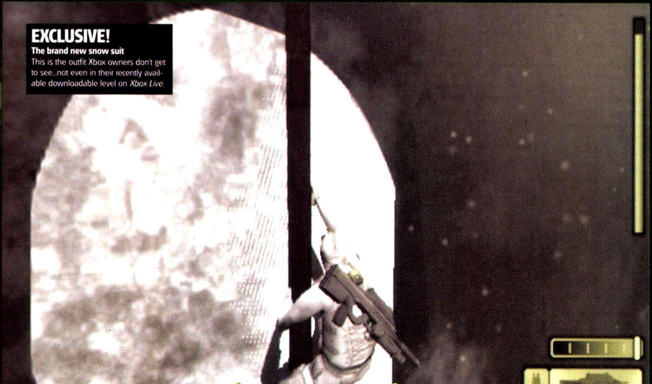


CLING ON

Sam Fisher, virtual athlete

He may be a bit of an old geezer, but Sam's a spritely and athletic chap who can climb pretty much anything as long as there's something to grab onto. Often, it's vital, simply to keep out of sight.

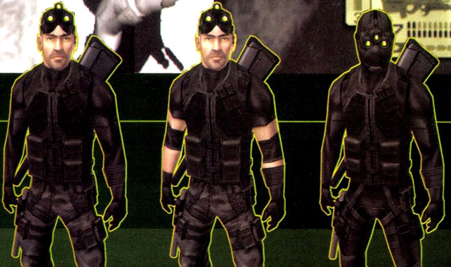




EXCLUSIVE!

The brand new snow suit

This is the outfit Xbox owners don't get to see...not even in their recently available downloadable level on *Xbox Live*.



DRESS ME UP SAM FISHER

The PS2 version of *Splinter Cell* features a variety of outfits not seen in the Xbox or PC game. Along with the snug-fitting black number he's sporting on our cover, Sam also has a sexy short-sleeved ensemble, and the pure-white snowsuit above.

THE ESSENTIAL TOM CLANCY

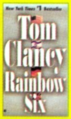
Has reading about the game and playing the demo piqued your interest in the world of Tom Clancy? If so, we can help. Check out the following to get the best of his considerable work, and some background on the game, too.

THE HUNT FOR RED OCTOBER

Tom Clancy
The Hunt For Red October

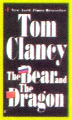
The book's pretty good, but if you want the quickest way to enjoy it, rent the movie that stars Alec Baldwin as Clancy's ubiquitous Jack Ryan and Sean Connery as a Soviet submarine commander. A good Baldwin flick if nothing else.

RAINBOW SIX



Our favorite Clancy book takes place fairly late in the Ryan mythology. It expands the role of John Clark as the counter-terrorist operative who appeared in earlier books (he had a minor role in *Clear and Present Danger* and was played by Willem Dafoe in the movie). Check out the

THE BEAR AND THE DRAGON



The paperback is intimidatingly thick (it's a good three inches), but if you really want to get in the mood for *Splinter Cell*, you should read this. The political and military movements in Georgia and China portrayed so effectively in the game are explored in much more detail here.

REVIEWS

Making the world a more perfect place.

OFFICIAL U.S. PLAYSTATION MAGAZINE
GAME OF THE MONTH

NBA STREET VOL. 2

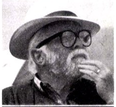
GAME OF THE MONTH

Brush up on your *Street* smarts, 'cause *Vol. 2* rocks the house

MEET THE CRITICS

JOHN DAVISON
John and his wife are having a baby. This is what it looked like in February.
Current Favorites: *Midnight Club 2, CMR3, Splinter Cell*
Favorite Genres: Driving, killing, making babies

GARY STEINMAN
With nothing decent to review, Gary finally bought a GameCube—and now it's official: *Ratchet & Clank* blows away *Mario Sunshine.*
Totally, Utterly Hooked On: *Animal Crossing*



JOE RYBICKI
Joe got really, really into *Jurassic Park: Operation Genesis* this month.
Current Favorites: *Jak II, Amplitude,* Bright Eyes
Favorite Genres: FPS, Puzzle, Mad Scientism

CHRIS BAKER
What's with the funny face? C-Bake's just overjoyed he's reviewing good games again!
Current Favorites: *Primal, Dynasty Warriors 4*
Favorite Genres: Action, Adventure, Sports, Strategy

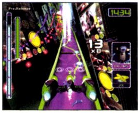
SAM KENNEDY
Not only did a trip to Hawaii give Sam a break from Gary, but he gained an all-new respect for *Everblue 2*!
Current Favorites: *ZOE: 2nd Runner, Everblue 2*
Favorite Genres: Action

TODD ZUNIGA
Utopia? *Street Vol. 2* and *Winning Eleven 6* team-up for a Big-style footie game.
Current Favorites: *Street Vol. 2, Winning Eleven 6, Six Feet Under, Da Ali G Show*
Favorite Genres: Sports

REVIEWS

Lots of great PS2 games this month...too bad there's a bunch of crappy PS1 games.

PS2 GAMES



90 Amplitude ★★★★
90 Clock Tower 3 ★★★
92 Colin McRae Rally 3 ★★★★★
92 Dynasty Warriors 4 ★★★★½
93 Grand Prix Challenge ★★★½
97 Jurassic Park: Operation Genesis ★★★★½
94 NBA Street Vol. 2 ★★★★★
93 Primal ★★★★
88 Tom Clancy's Splinter Cell ★★★★½
97 WWE Crush Hour ★★½
96 Zone of the Enders: The 2nd Runner ★★★★½

PS1 GAMES
97 Big Strike Bowling ★★★½
98 Gubble ½
97 Inu Yasha ★★★
98 Pinobee ★★
98 Rageball ★½
98 RC Helicopter ★½
98 Sol Divide ★★★
98 Sorcerer's Maze ★★★½
98 Street Racquetball ½
98 Super Bubble Pop ★

92
DYNASTIC
Mucho Musou
Mass warfare in *DW4*

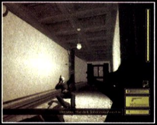
94
BALLS
Of the basket variety
Street Vol. 2 kicks ass

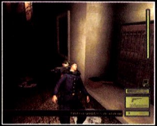
96
ROBOTIC
Mech love, and war
ZOE 2 rocks the house

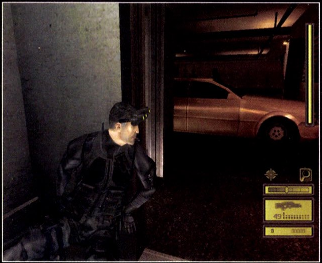
SPLINTER CELL

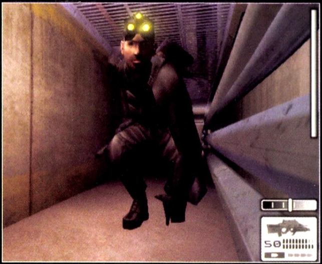
Meet Sam Fisher, the new face of stealth action

Publisher: Ubi Soft **Developer:** Ubi Soft Shanghai **MSRP:** $49.95 **ESRB:** Mature









Let's get the inevitable comparison out of the way right at the beginning of this review: *Splinter Cell* is a lot like *Metal Gear Solid*. There, I said it. The games have similar concepts and equally magnificent controls, and the underlying "lone agent, operating alone, saving the world" shtick is present and correct in both games. If you're looking for a stealth fix and can't possibly wait for however long it'll take Kojima and his buddies to do *MGS3*, this is "the one." It's stylish and beautiful, and packs in plenty of gameplay to keep you occupied. Why, then, doesn't *Splinter Cell* get a full five out of five stars?

Control Freak

It may seem complicated at first, due to the fact that the game utilizes everything possible to push or wiggle on the Dual Shock 2, but the control system in *Splinter Cell* is possibly one of the best I've come across in a 3D action game. Coupled with the fantastic camera system, the game is a joy to play.

Say what you will about *MGS2*'s story—at least it kept you on your toes throughout the duration of the game. The whole "giant amphibious robot capable of delivering a nuke into your corn flakes on a Monday morning without you noticing" thing was pure fantasy, but it was fun. There was plenty of tension and lots of excitement, aided very ably by a cast of strong characters you got emotionally involved with, whether you felt admiration (Snake) or abject loathing (Raiden). *Splinter Cell* lacks this emotional attachment on pretty much every level. As an interpretation of Tom Clancy's universe, everything is bogged down in real-world hypotheses and believable political ramifications, which, while tense in a "this could happen" way, is ultimately far less exciting than the whole "crazed lunatics coming back from the dead to terrorize the world" palaver.

> **"You'll see a lot of funky effects–effects that, according to what we've been told in the past, the PS2 'cant do.'"**

Sam Fisher is a good lead character. He's tough, he gives off an air of experienced indifference, and he can pop a cap in a bad guy's ass from half a mile away without even flinching. As new gaming heroes go, he's one of the best. Beyond him, though, no matter how many times I play through the game, I can't remember any other character's name. The ultimate bad guy is Nikolai something-or-other. He's aided by a host of generals and colonels, none of whose names I can recall. All I can tell you is that for the most part, they have Russian accents. Maybe I'm getting old and no longer have the eye for detail I once did, but I think it's more likely that none of the bad guys here have the charisma of Revolver Ocelot or any other *Metal Gear* characters. I know the bad guys are bad and must be stopped—but there's no emotional connection driving me to really give a crap.

I don't want to seem unduly harsh, so let me quickly jump to the long list of *Splinter Cell*'s positives. First and foremost, it may well be the best-looking PS2 game yet. You'll see a lot of funky effects—effects that, according to what we've been told in the past, the PS2 supposedly "can't do." The lighting effects are spectacular throughout, easily mimicking those found in the original Xbox version that had everyone cooing last November. Environments look solid and are architecturally gorgeous, and all the characters are strongly modeled. Voice acting is also extremely well done; Michael Ironside does a great job as Fisher, and he's aided by a competent cast of distinctive voices that never sound cheesy or overly melodramatic.

Weak emotional elements notwithstanding, the game's script and story line are very strong. Sam's mission is well-portrayed through in-game dialogue and cut-scenes featuring fake news reports, CNN-style. Given the current world situation, some of the reports hit particularly close to home, albeit in a different theater of operations. There's also plenty of story to absorb via objects you pick up throughout the game—if you choose to really invest yourself in the characters, there's plenty of "padding," assuming you can remember all the names.

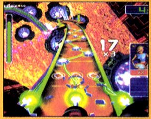
Overall, *Splinter Cell* is a very good game that's badly lacking in some areas. Try the demo this month to get a feel for it; I'm sure you'll agree it's the best game of its ilk to come along in a long time.

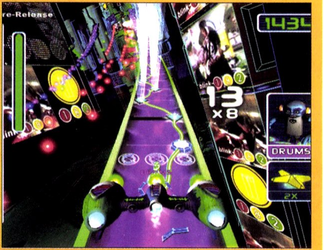
John Davison

★★★★½

Turn to page 46 for more about *Amplitude*.

HAMMER TIME!
The MC Hammer cartoon *Hammerman* debuted in 1991. It lasted one season.





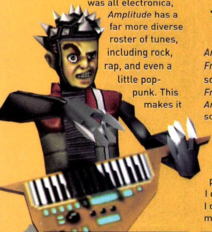
AMPLITUDE

Get your FreQ on

Publisher: Sony CEA
Developer: Harmonix
MSRP: $39.99 **ESRB:** Everyone
Online: Dial-up and broadband

Rhythm games, generally speaking, tend to interest me only if I like the songs featured in the game. That's why I loved *Guitar Freaks* but disliked *BeatMania*, and that's why—although *Frequency* never did all that much for me—*Amplitude* is currently rocking my world.

I'm not saying I love every song in the game. Far from it; a few sincerely grate on my last nerve, and I have come to dislike a few because of the sheer difficulty they present when I'm playing in the main game mode. But, while *Frequency* was all electronica, *Amplitude* has a far more diverse roster of tunes, including rock, rap, and even a little pop-punk. This makes it a lot easier to work your way through the game, partly because you're protected from aural fatigue and partly because it's not as easy to mistake one song for another.



There's one other significant way in which *Amplitude* kicks *Frequency*'s ass from here to Zanzibar: It's online. And the online implementation is the best I've seen in a PS2 game. There are several multiplayer modes, uploading and downloading remixes is a breeze, and there are finally tools in place to quickly and easily locate specific games and specific players.

> **"The online implementation is the best I've seen in a PS2 game."**

That's two huge reasons *Amplitude* is better than *Frequency*. So why isn't its score much higher than *Frequency*'s 3.5? Because *Amplitude* just doesn't pull off some fundamentals quite as well as its predecessor.

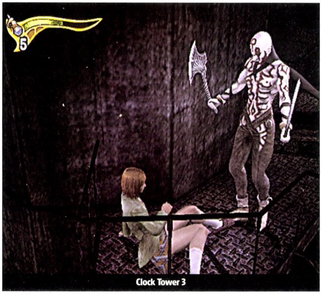
For one thing, why on earth was the cylindrical board structure ditched? Did people find it too confusing? I don't understand the logic, but I do know combos are now much more difficult to pull off—you have to work your way across the series of tracks, and then cross four or five tracks to hit your next mark. Also, is it me, or does the track undulate a lot more than in the last game? This generally isn't a big deal, but it can make it hard to look as far ahead as you need to on the faster, more complex songs—a problem that's compounded by the big spaceship occluding the closest few notes on the track.

My biggest irritation is the revamped Freestyle mode. The last game let you riff away endlessly once you completed a song. This time, all you can do is scratch or "axe"—you can't add to established tracks. It seems like a small thing, but it was one of my favorite features in *Frequency*, and to see it so eviscerated makes me sad. The mental association that makes playing *Amplitude* feel a little like creating music is tenuous enough without giving you *less* control over what's going on.

The Remix mode does seem to have a bit more depth and flexibility, so maybe that makes up for the change. And overall, it's clear that *Amplitude* is a big step in the right direction for the series. It's far from perfect, but it's worth a rental—at the very least—for any serious music fan.

Joe Rybicki

★★★★



Clock Tower 3

CLOCK TOWER 3

Publisher: Capcom
Developer: Capcom
MSRP: $49.99 **ESRB:** Mature

With great survival-horror series like *Resident Evil*, *Silent Hill*, and *Fatal Frame* out there, the mediocre *Clock Tower* adds some perspective that helps us define what makes the good ones so effective. Though *Clock Tower 3* includes a little more action than the previous games, and remains as decent a core adventure game as other horror titles, it fails where it really counts: the scare factor.

You might not think this for the first 45 minutes or so. At first, the eerie, disturbing cut-scenes and intense music that plays as the Hammerman chases Alyssa can really creep you out. Then you get stuck on a puzzle. Not for long, mind you (not usually, anyway, though don't be surprised if a "dramatic" camera angle prevents you from finding a small section of room that's housing the one pesky item you need), but for long enough that you know exactly when the punk with the giant mallet will show up to chase you around again. All you want to do is find the frickin' key to the door that won't open, but you have to deal with this knucklehead in the meantime. As a result, what was once frightening becomes a sheer annoyance for the remaining seven or eight hours of gameplay. The killers who stalk you may change (after lame, similar boss fights), but the predictability of their appearances does not.

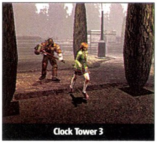
Neither does their dialogue. Now, I know psychos are typically antisocial, but does that mean they should only know how to say *three* different things as they pursue you? My favorite gem comes courtesy of the Corroder: "Ooh, nice trick! Buw-wuh-huh-huh!" He says this *every single time* you run from him. What a treat.

Should an attack like the Corroder's acid spray hit you, though, Alyssa's Panic Meter rises. When the meter's full, a cool wavy effect with *Psycho*-type music kicks in; Alyssa stumbles around, and the next hit kills her. In other words, she can take a slice to the gut from the Scissorwoman...but all it does is scare her. Only when she panics can such an attack actually end her life. Sound stupid? It is! Especially considering that killing Alyssa conflicts with the evildoers' overall plan.

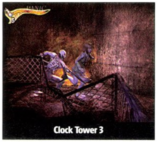
Even with its holes, the story holds up as well as that of any other horror game. It's a little nonsensical at times, but spooky enough to satiate genre fans. If only the rest of the game could satisfy that last category.

Chris Baker

★★★



Clock Tower 3



Clock Tower 3

marc eckō
scopes
THE
peeps!

Alfred Hitchcock and the Hitchcock likeness are trademarks and copyrights of The Hitchcock Trust, licensed by Universal Studios Licensing LLLP. All rights reserved.

complex magazine published by Marc Eckō subscribe today at complexmagazine.com | eckō.com shop online

Danny Masterson
in the Peeps

REMEMBER WHEN?
The first *Dynasty Warriors* (1997, PS1) was a traditional one-on-one 3D fighter.

Ce Bao
27
Lu Bu

Gao Shang
Guan Yu
20
19

5 Combo
Zhang Fei

Deng Mao
Captain
Zhang Fei
20

Cao Cao
Zhao Yun

DYNASTY WARRIORS 4

The best one yet

Publisher: Koei
Developer: Omega Force
MSRP: $49.99 **ESRB:** Teen

I don't know why I'm not yet bored with *Dynasty Warriors 4*. I should be. At its core, it's essentially the same game I've been playing since *Dynasty 2*. It still takes place in ancient China. You still play as a single warrior on a battlefield of thousands, taking out general after general en route to the enemy leader. The same characters, laughable storytelling, and key battles (redesigned, of course) still abound. And yet somehow, this game kicks ass more than ever. Along with a more generally polished presentation—everything just flat-out looks better—*DW4*'snew features add enough to make this game the best of the series.

There's quite a bit of new stuff to admire. Best of all is a revamped set of special moves for each of the 40-plus characters. Though some share the same move set, there's so much variety (and so many characters!), you'll probably fight differently when you choose a second or third Three Kingdoms dude beyond your personal favorite. Fight as a big brute like Zhang Fei, for example, and you can pick up an enemy and slam him to the ground for some massive damage. Or, fight with finesse using someone like Sun Shang Xiang, who cartwheels her way through a row of opposition.

I'm also a big fan of the new duels, which sometimes occur when you enter an enemy officer's 'hood and he challenges you. Should you accept the challenge, the game immediately places you into a winner-take-all, one-on-one mode. It's a quick game-over if you lose, but the risk makes things more fun. I'm glad to see the franchise harkening back to its PS1 fighting-game roots.

Beyond the new moves and duels, however, most of the additions more closely resemble "nice touches" than anything else. Create-A-General is cool, but it lacks enough depth to reach its true potential. The revamped Musou mode allows you to play as more than one character, but as the battles get tougher, who wants to play as a warrior you haven't been building up? Also, the much-ballyhooed siege engines (catapults, battering rams, etc.) add great ambience, but you can't command them, and you rarely actually see them in action.

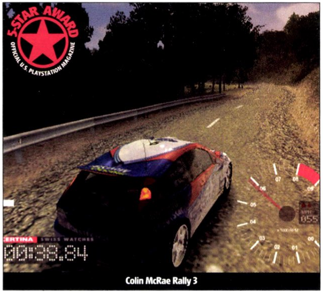
The series' two most fundamental flaws—foes popping up out of nowhere and persistent fog—still exist, though to a somewhat lesser degree. You might even experience slowdown once every two or three battles, and the two-player mode definitely needs some work (not to mention needing to go online!).

Know what, though? I don't care. Regardless of its faults, *Dynasty 4* is a pure adrenaline rush—the type, for me, that only the original *Devil May Cry* has rivaled on PS2. It wouldn't surprise me at all if I'm playing this until the next one comes out.

Chris Baker

★★★★½

> **"At its core it's essentially the same game I've been playing since Dynasty 2, with a few additions."**



Colin McRae Rally 3

COLIN MCRAE RALLY 3

Publisher: Codemasters
Developer: Codemasters
MSRP: $49.99 **ESRB:** Everyone

Colin McRae Rally 2.0 was the undisputed champ of rallying on PS1 and was only bettered by Evolution Studios' *WRC* on PS2 last year. If you're a fan of the sport, you're already no doubt aware that *WRC* was a glorious example of a really hardcore racing game designed very much for fans of the sport. The big question now is whether or not the new *CMR* is another step up in quality. The answer to this, sadly, is no. *CMR3* is better than *WRC* in some areas, but not as good in others. Ultimately, I have to say that the two are very evenly matched in terms of overall quality for rally fans.

if you like *CMR3*, try...

World Rally Championship

"*WRC* is HARD. CORE. Wow."

★★★★★

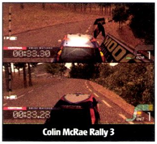
The game *is* gorgeous. The graphics are beautiful, the sound effects are spectacular, and the overall presentation is extremely stylish. As with *WRC*, the great handling really gives you a sense of being in complete control of the car, as does an appropriate level of feedback for the different kinds of surfaces you're racing on. Unlike many racers, you can really feel the tires bite into the track, and control of the game can be influenced as much by "feel" as anything else.

What don't I like? Well, I'm bummed that if I want to race a full championship, I have to "be" Colin McRae. This isn't awful, but it does mean that I have to drive his Focus RS WRC and *nothing else* in this mode. It's a nice car, but after playing around with the Evo VII and the Subaru WRX in the Single Stage mode (effectively an Arcade setting), I have to say it's a little lacking. The 4x4 Japanese monsters leave it in the dust when it comes to handling, and because of the way they're set up, they're just more exciting.

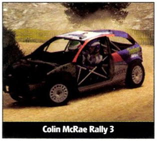
Speaking of excitement, if you only enjoy racers involving numerous cars all jostling for position, you'll hate this game. Just like the real thing, *CMR3* is you against the road and the clock as you push yourself to take every twist, turn, and slope perfectly. As a fan, I love it, but it's certainly an acquired taste.

John Davison

★★★★★



Colin McRae Rally 3

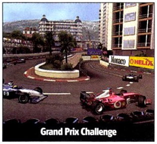


Colin McRae Rally 3

www.formula1.com
Head here for news, stats, results, and even Shockwave games for F1 fans.

www.primal-art.com
This website promotes an April exhibit focused on *Primal* at London's Institute of Contemporary Art.

Grand Prix Challenge


Grand Prix Challenge

GRAND PRIX CHALLENGE

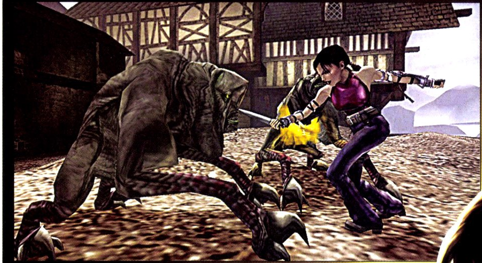
Publisher: Atari
Developer: Melbourne House
MSRP: $29.99 **ESRB:** Everyone

It's cheaper than EA Sports' game, simulates the same F1 season (2002), features all 17 tracks and 22 cars, and has interactive pit stops. On top of this, it also has a four-player splitscreen mode. Did I mention that it's cheaper than EA's game? So, um, why doesn't it get a score so huge that the little red bar down there is struggling to contain the stars? Mostly because of the way it controls, which, in my opinion is like crap. Eight months ago, the EA game nailed the F1 scene quite ably and squirted a considerable amount of cream on its gameplay cake by handling like an absolute dream. *GPC*'s controls are arguably more realistic, which unfortunately means that unless you're capable of moving your left thumb in a lateral motion that can be measured in microns, you're screwed if you're going to play this game seriously—and if there's one thing I know about people that play F1 games, it's that they take the sport seriously. Ergo, you're screwed. I did try it with Logitech's wheel, which seemed to sort things out a little bit, but not enough to make me change my earlier assessment of the controls.

GPC is a nice-looking game, and unlike EA's *F1 2002*, it doesn't seem to chug or struggle with any of its fancy effects. But if you shop around, you could probably pick up *F1 2002* for the same price as this or less. As you can probably tell, I'd recommend doing that over buying *GPC*.

John Davison

★★★½



PRIMAL

A girl, a gargoyle, and a gargantuan adventure

Publisher: Sony CEA
Developer: Sony CEE Cambridge Studios
MSRP: $39.99 **ESRB:** Mature

While playing *Primal*, a disturbing thought crossed my mind about the game's star, Jen Tate: "I really dig her. She's smart, funny, hot...my kind of girl. I'd ask her out if.... Oh, wait. She's a game character."

This tells me one of two things: 1) *Primal* did such an incredible job of roping me into its stylish world with its great story, excellent graphics, and superb all-around presentation that sometimes, I actually felt I was there. Or, 2) I'm pathetic.

I prefer to think it's the former. I can't think of a more enjoyable puzzle-based adventure since *Ico*. Though not without its faults, *Primal* does so much right, you never really want to put it down.

From the opening cut-scene, the story grabs you and won't let go: Like any good girlfriend, Jen attends her main squeeze's rock show—only to see a big demon carry him off into the world of Oblivion. Trying to catch him only lands her in an unconscious state in the hospital. Enter Scree, a 3-foot-tall gargoyle who has to be the most downright likeable videogame character since Vivi in *Final Fantasy IX*. Scree frees Jen's spirit from her body and escorts her into Oblivion so she can find her man...and while she's there, free four different worlds from the forces of darkness and bring balance to the universe.

The game takes a very cinematic approach to storytelling, so prepare yourself for hours of fully voiced cut-scenes. Very *well-voiced* cut-scenes. Hudson Leick (Callisto of *Xena*) and Andreas Katsulas (G'Kar of *Babylon 5*) deliver brilliant performances as Jen and Scree and—with the help of a sharp, witty, character-driven script—bring to life a rapport rivaling that depicted in any other game. Imagine Jen as a spunky rock-chick version of the Ninja Turtles to Scree's wise, patient Splinter and you have good idea of the duo's relationship.

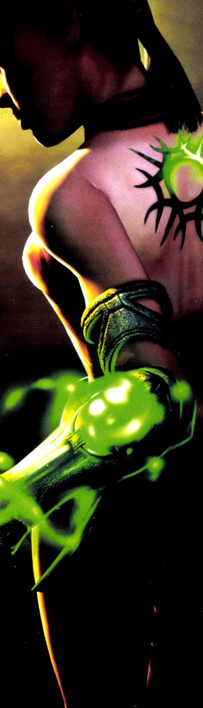
They make a pretty good team gameplay-wise, too. In each of the four large, elemental-themed worlds, Jen earns the power to morph into indigenous beings (a feral warrior, a fish chick in the water world, etc.). She's also the fighter of the two—though you might avoid one-on-one combat due to the game's sloppy battle system. While you'll likely opt to control Jen most of the time, a simple tap of Select lets you take control of Scree at any time, so you can climb walls to reach places Jen can't, and perform other gargoyle-specific tasks.

If the shoddy combat doesn't turn you off, the occasional tough-to-solve puzzle might. Find yourself stumped and the solution may not necessarily be around the corner—these worlds are so *huge* (expect dozens of hours of gameplay), you might spend an hour or two on a puzzle before you find what you seek, despite Scree's helpful guidance.

Oddly enough, though, these situations didn't piss me off as much as they might in other adventure games. I so loved this world that I didn't mind getting to know it better. And there are worse people to look than Jen. I really dig her. I'd ask her out if.... Oh, crap! There I go again.

Chris Baker

★★★★



STREET CRED

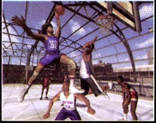
As you burn through the Career mode in *Street Vol. 2,* you'll unlock different Mitchell & Ness jerseys.

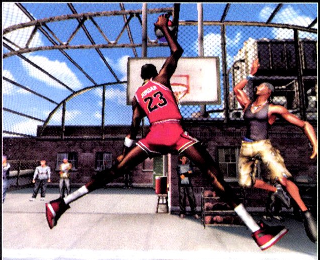
NBA STREET VOL. 2

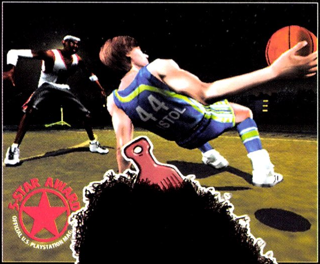
GAME OF THE MONTH

Old school meets new school; get ready for an education

Publisher: EA Sports Big **Developer:** EA Canada/NuFX **MSRP:** $49.95 **ESRB:** Everybody







If you know me, you know I own an underused Birdhouse skateboard I bought during my *Tony Hawk's Pro Skater* addiction. Same goes for the David Beckham jersey I'm wearing right now due to endless *Winning Eleven 6* matches. And here I am, finger on the trigger, ready to blow the last of my spendin' cash on a dope Dr. J Sixers jersey I *must have* after playing *NBA Street Vol. 2* (what's $350 in this burgeoning economy anyway?).

Yeah, I love *Vol. 2* in an I-want-to-marry-it kind of way. That's in part because I can't take my eyes off it. Putting *Vol. 2* next to the original *Street* is like comparing Honolulu to Kabul. The game opens with high-concept graffiti flitting across the screen, followed by concept art that's funkier than Curtis Mayfield's *Superfly* soundtrack. From the start, *Vol. 2*'s art and vibe never release you. Even during load screens you're privy to glossy models of one of the game's 25 unlockable NBA legends—when you start playing, you'll have the urge to unlock the Pistol Pete jersey.

It's a rare game that sophisticatedly blends culture and gaming (my three favorite PS2 games do it: *Vol. 2, Vice City*, and *Hawk 4*), but it's a rarer game still that blends culture, games, and sports. I, Mr. Sports Nut, am enamored. The key to it all: authenticity. From the legends to the Mitchell & Ness jerseys to hot beats by Just Blaze to the ruthless commentary of Bobbito Garcia, you'll feel you're in an iconic über-basketball palace (planet Love Tron?) that relentlessly blends 1973 and 2003.

But the game's best element isn't all the glitz, it's the gameplay—and why shouldn't it be? Everything wrong or missing from the first *Street* (lack of Multitap support, poor rebounding, not enough incentive to keep playing, no way to defend special moves) has been fixed. Now, the multiplayer is a hoot, rebounding is spot-on, the Career mode lets you unlock legends, and the new defensive counters add loads of strategy. But most important, the first game's rubber-band logic that kept every game close has been abandoned; the masterful My Rules takes its place. With it, you can spot your opponent points, turn off Gamebreakers, play Dunks Only, whatever. Tailor the game to your hooping needs.

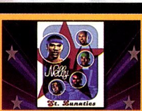
Vol. 2 is so fresh, I have only one gripe. The Create-a-Player mode, which is great gameplay-wise, falls flat in the customization realm. Why can't I wear cargo pants with my newly unlocked Bob Cousy jersey? It's always shorts and the jersey. A small beef, sure, but those were my lucky cargo pants! Otherwise, I'm a tiny bit glad this isn't online; I'd never stop.

Hoops fan or not, culture-enthusiast or no, you can't resist the way *Vol. 2* looks and plays. Which is for the best, because this game is just *so much fun.*

Todd Zuniga

★★★★★

> "Everything wrong or missing from the first *Street* has been fixed."



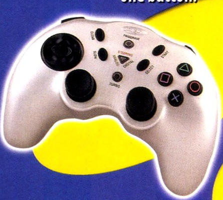
WELCOME TO NELLYVILLE

When the asphalt heats up, rapper Nelly rhymes about basketball instead of taking off one's garments. His exclusive-to-*Vol. 2* track, "Not In My House," can be heard during the game's intro, and if you ball well enough, you can unlock and run with Nelly and his playable posse, the St. Lunatics.

intec®

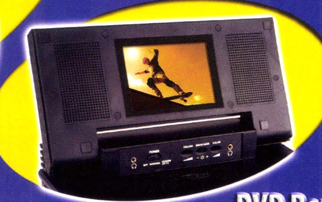
Cyber Shock 2 Controller

Programmable! Allows up to 12 difficult multiple moves to be programmed into one button!



Game Screen

Full color game screen allows you to play games, home videos & DVD's anywhere!

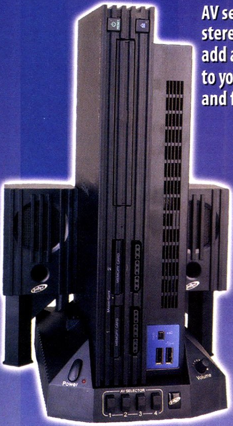


Lazer Wireless Controller

Play up to 30 ft. away! Turbo function! Built-in rechargeable battery!

Game Sound System

AV selector and stereo speakers add a blast to your gaming and favorite CD's!



DVD Remote, Multitap & Horizontal Stand

Wireless control, 4 player multitap, organize PS®2 games and DVD's with style!

A
B
C
D
MEMORY CARD
MEMORY CARD
MEMORY CARD
MEMORY CARD

INCLUDES Remote Control!

Game, Audio & Video Selector

Connect up to 5 components!
Easily switch to game console, TV, VCR, DVD, tuner and more!

PS2
PS
DVD
CD
VCR

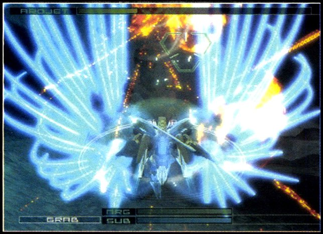
Attitude For Your PlayStation® 2!

Available at R ZONE at TOYS R US TOYSRUS.COM

www.inteclink.com

©2003 Intec, Inc. All rights reserved. PlayStation® 2 is a registered trademark of Sony® Computer Entertainment Inc. These items are produced by Intec and are not manufactured, sponsored, endorsed or distributed by Sony® Computer Entertainment Inc.

SWEET UNLOCKABLE Obtain a 3D *Gradius*-inspired shooter called *Zoradius* after you beat the game on Normal mode.



ZONE OF THE ENDERS
THE 2ND RUNNER

A brilliant assault on your senses

Publisher: Konami **Developer:** Konami CEJ **MSRP:** $49.95 **ESRB:** Teen

Those of us who saw the original *ZOE* as more than just a glorified *MGS2* demo were ultimately treated to undeniable mechanized bliss—in short bursts. Sure, the game was too short and fundamentally flawed, but there were enough glimpses of brilliance to make it a thoroughly engaging experience. It's just too bad you couldn't play the game without continually pondering how good it could have been had it actually lived up to its potential.

Which is likely why there's been such a strong interest in *2nd Runner*. With a new director at the helm and Konami's ability to take into account gamers' criticisms of the original, here was the developer's chance to deliver what it had set out to accomplish with the first game. Did it? Well, yes—and no.

Konami has at least corrected some of *ZOE*'s weaknesses. The main character, for example, is no longer that whiny brat Leo (though he does make an appearance). This time, you're in control of Dingo, who, despite his unfortunate name, is infinitely cooler than Leo. Environments are also more varied this time around, taking you from snowy mountain passes to the vast open terrain of Mars. Story elements are better presented as well, with sleek-looking anime sequences replacing the original's CG cinemas. The story is better this time around, too, and yes, features a solid ending. Even the previous game's short length has been remedied here, though only slightly so (*2nd Runner* is about six hours long). I'm of the opinion that with the added difficulty—not to mention the cool unlockable extras—there's more than enough gameplay to be had.

The cool thing is, things the first *ZOE* did right have also been improved in *2nd Runner*. Take the graphics. Konami's managed to bring the already outstanding visuals of the original to an almost incomprehensible level. Not only do the subtle anime-ish touches give the game a cooler style, but there are times when this title pulls off special effects so spectacular, you thought you'd have to wait for PS3 to see them. Gameplay has also been taken up a notch with far more impressive firepower and the ability to combat plenty (as in hundreds) more enemies at once. Basically, the entire thing feels twice as cool.

Unfortunately, the way the game's story is delivered irked me. As is often the case in anime, things feel slightly off in *2nd Runner*, with seemingly key points not receiving the emphasis they deserve—a result of a sloppy translation, cultural differences, and sometimes poor direction. And while most of the game's voice acting is tolerable, Dingo sticks out like a sore thumb. The way he bumbles through his lines singlehandedly manages to take this game's rating down half a point in my book. Then there are the less-offensive problems, such as the game's somewhat linear and repetitive nature, and a camera that could still use work.

> "Konami's managed to bring the outstanding visuals of the original to an almost incomprehensible level."

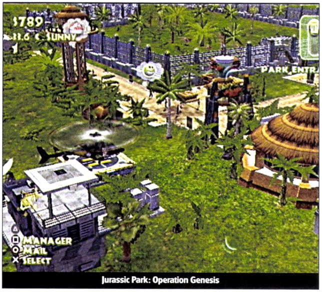
But what can I say? No other game out there offers such a chaotic yet brilliantly visceral gaming experience. And for this reason alone, *2nd Runner* is worthy of your attention. It's just too bad it needs yet another sequel to live up to its potential.

Sam Kennedy

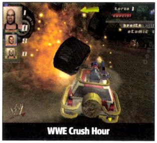
★★★★½

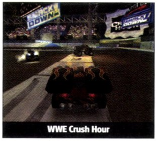
DID YOU KNOW?
Jurassic Park was the first film to use DTS digital surround sound.

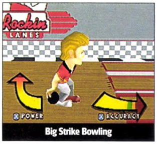
TRANSLATION:
"Inu yasha" means "dog demon." We have no idea what that has to do with the game.



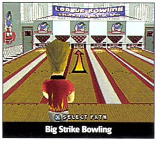
Jurassic Park: Operation Genesis


WWE Crush Hour

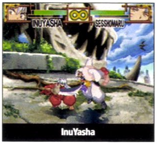

WWE Crush Hour



Big Strike Bowling



Big Strike Bowling



InuYasha

MIROKU
NARAKU
InuYasha

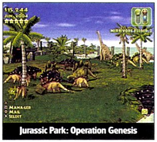
JURASSIC PARK: OPERATION GENESIS

Publisher: Vivendi Universal
Developer: Blue Tongue
MSRP: $4999 **ESRB:** Teen

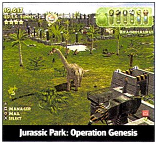
I know I'm not the only one who went through a dinosaur phase in early childhood. Perhaps it's something in the young male's psyche, or maybe it's simply the giant-destructive-monster element of the whole thing, but I remember harboring dreams of paleontological discovery in early childhood. Now, *Jurassic Park: Operation Genesis* has brought those days roaring back.

Building a Jurassic Park may sound like a silly idea—one of those odd movie-licensed games that happens periodically. But don't be fooled; this is a serious strategy game, and one with more than a couple serious innovations.

Even the basic build-and-maintain gameplay (familiar to anyone who's played *SimCity* or *Theme Park*) comes packed with interesting ideas. For example, in order to breed new dinosaurs, you need to send archeological teams into the wild to hunt for new fossils from which you extract new DNA. Of course, one old bone won't give you enough DNA to make a fully functional dinosaur; until you get a 100 percent perfect DNA model, your dinos won't live very long. This requires you to continue searching, picking up tidbits of real info about the dinosaurs along the way.



Jurassic Park: Operation Genesis



Jurassic Park: Operation Genesis

By far the coolest feature, though, is the ability to partake in the park's attractions. For example, build a Balloon Tour and you're able to hop aboard and check out the park from above. Build a Safari Adventure and you can pilot the land cruiser. (With each of these, you can snap photos along the way; get a particularly good photo and you can sell it for more money.) You can even take control of your ranger helicopter and use a nice sniper scope to sedate or "retire" sick or deranged lizards.

In addition to all this dinorific stuff is a substantial series of action-based missions that use the ranger copter and Safari land cruiser. These generally include hunting down and shooting dinosaurs (some photographically, some literally), with some herding thrown in for good measure.

I have exactly one complaint: It only took me about eight hours or so to get a 5-star rating, effectively beating the main area of the game. So, it may be a bit too easy for veterans of the genre. But with so much else to do, that's hardly a serious issue. Well done.

Joe Rybicki

★★★★½

WWE CRUSH HOUR

Publisher: THQ
Developer: Pacific Coast Power & Light
MSRP: $1999 **ESRB:** Teen

Although most would say this was a recipe for disaster to begin with, I'm of the opinion that *Crush Hour* was a pretty sensible notion. Come on: Fuse the over-the-top world of wrestling with *Twisted Metal*–style car combat, and you're bound to have some fun.

Unfortunately, it's not the concept—rather the delivery—that makes this game fall apart.

What you have here is your typical mediocre *Twisted Metal* knock-off, complete with a ho-hum lineup of vehicles, bland weaponry, and uninspired courses. Gameplay's no better. You race around in circles trying to ram and shoot anything that moves. It's not exactly bad, but then, it's not exactly good, either. And that would probably be OK were it not for one fundamental problem: *Crush Hour* doesn't capitalize enough on its license. Wrestler personalities are present for the intro screens and videos, but that's about it. Lost is all the story and goofy fun that makes up the real WWE. Even Jim Ross' commentary seems sparse, with strung-together, after-the-fact phrases being spouted out.

Thankfully, the $20 price helps make this a bit more acceptable.

Sam Kennedy

★★½

try this instead...

Twisted Metal Black

Superior in every way, it can be found for $20, too.

★★★★★

BIG STRIKE BOWLING

Publisher: Gotham Games
Developer: Coresoft
MSRP: $999 **ESRB:** Everyone

PSone

You may not like the worn-by-92-other-people shoes, the sharp pain in your wrist after playing, or the scourge of trailer-park dwellers who smoke four packs a day, but overlook these things and, at the heart of it all, bowling is fun!

Big Strike masters the simple mechanics of rolling a ball down an alley and knocking over the pins it hits. It's really quite fun. And, somehow, relaxing.

The worst part of the game is that you have to watch the CPU bowlers throw the old shiny stone. I'd be happy just to see their scores and get back to what matters: Me rolling my three-holed monster at the rednecked pins.

But it's a small complaint as this problem is offset by the bowler (pictured above) who looks exactly like *Ocean's Eleven* co-star Scott Caan. I mean, look at that hair! He's the spitting image!

Regardless, play this if you've ever liked bowling—it doesn't strike out. And if you've never liked bowling, go out to the local lanes and get yourself a microwaved hot dog and a tray of stale popcorn. You don't know what you're missing!

Todd Zuniga

★★★½

if you like *Big Strike*...

try actually bowling

Fun for the whole family and great exercise!

★★★★½

INUYASHA

Publisher: Bandai
Developer: Dimps
MSRP: $999 **ESRB:** Teen

PSone

For those who've never heard of *InuYasha*, it's an animated Japanese TV show currently airing on Cartoon Network's Adult Swim. And now, it's making its videogame debut in the form of this rather charming PS1 2D fighting game. While it doesn't quite pack the wallop of the platform's heavyweights—the *Street Fighters* and *Tekkens*—*InuYasha* should prove surprisingly playable for fans of the show.

After all, there's plenty here for fans to get excited about. All of the show's main characters are present, sporting rather unique (and often humorous) attacks that match their varied personalities. To further tie together the game with the show, gameplay is punctuated with cool anime video interludes that occur when special moves are pulled off, or when characters are swapped in tag-team matches. Plus, you'll find cool unlockable art galleries and other goodies as you go.

InuYasha also boasts some notable innovations, such as an emphasis on collecting crystals as you fight opponents in the Story mode. Plus, a wide variety of minigames helps to break up the monotony of standard fights.

Unfortunately, *InuYasha*'s actual fighting engine is rather mediocre, not to mention unbalanced, so hardcore fighting buffs will probably want to steer clear of this puppy. But for fans of the show, picking the game up should be a no-brainer, especially considering the price.

Sam Kennedy

★★★

REVIEWS

When will the madness stop?

19 The number of PS1 games scheduled for release in the rest of 2003, according to ebgames.com

Pinobee

Pinobee

PINOBEE

Publisher: Konami
Developer: Artoon
MSRP: $14.99 **ESRB:** Everyone

Oh, how the mighty have fallen. Once upon a time, the original PlayStation ruled supreme. Powerful and packed with top-tier titles, PS1 was unstoppable. And now? Our favorite aging console has to suffer the indignity of a straight port of a generic GBA title.

That's right: GBA. As in, *Game Boy Advance*. You know—those handheld systems from Nintendo? Well, *Pinobee* is a pixel-perfect recreation of one of its *launch* titles!

Other Insect Games

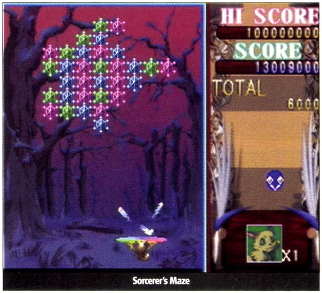
A Bug's Life ★★
Bug Riders ★★
Centipede ★
Miss Spider's Tea Party ★★★

Still, I can't be too harsh on the wee robotic bee just because of his humble origins. In fact, I kinda got sucked into his quest, despite *Pinobee*'s graphical suckiness. The simple control (one button to dash, D-pad for movement) and straightforward levels had me buzzing around mildly amused for a few hours. It's definitely platformer lite—an appropriate pick for younger gamers. And it's certainly a decent GBA game. But is it good enough for PS1?

Maybe. If you've already played every other PS1 platformer, then why not try *Pinobee*, too? Or if you've got a thing for stings, this mecha bee might satisfy. If nothing else, it's as good as any of those other insect games out there. But that's not saying much.

Gary Steinman

★★



Sorcerer's Maze

SORCERER'S MAZE

Publisher: XS Games
Developer: Siesta/D Cruise
MSRP: $9.99 **ESRB:** Everyone

Look beyond its goofy cover art, and you may find yourself pleasantly surprised by *Sorcerer's Maze*. This addictive puzzle game, originally released in Japan as *Prism Land Story*, takes the classic *Arkanoid*-style block-breaking formula to new levels.

So, what makes the game so fun? Well, the basic idea involves preventing a ball from hitting the ground by bouncing it into the air and breaking stuff. OK, yeah, that's a pretty basic premise, but the cool part is, you're given all sorts of power-ups to help you achieve this goal. They do everything from widening your reach, to supplying you with multiple balls to toss at once, to increasing the size of the ball so it takes up nearly a third of the screen. It's also neat that you obtain these power-ups not only by breaking blocks in the game, but also by spending points you acquire while you play.

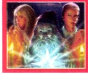
It's a simple game concept that, to the best of my knowledge, has never been available on PS1 before. And for this reason alone, *Sorcerer's Maze* deserves a spot in any true puzzle fan's collection—especially when you take into account the asking price. Plus, it's got a cat as a main character. Cats are always fun!

Sam Kennedy

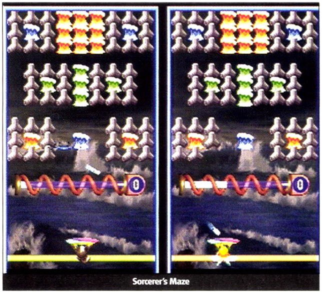
★★★½

You know what's weird?

...This game's cover!



Especially since none of these characters are even in the game!



Sorcerer's Maze

PS1 Quick Hits

GUBBLE

Publisher: Mud Duck Productions
Developer: Actual Entertainment
MSRP: $9.99 **ESRB:** Everyone

One part *Pac-Man*, one part *Q*bert*, and no part fun, *Gubble* can easily double as a boring simulator. All I know is that every time I beat a level, Gubble snickered. I'm pretty sure the nasty li'l alien was laughing *at* me, not with me. **-G.S.**

½

RAGEBALL

Publisher: Agetec
Developer: A1 Games
MSRP: $9.99 **ESRB:** Teen

A shameful ripoff of another inferior game (*Speedball 2100*), *Rageball* prides itself on being below average. My favorite part was seeing a player inexplicably fall asleep during a game. After playing for 10 minutes, I can sympathize. **-T.Z.**

★½

RC HELICOPTER

Publisher: Agetec
Developer: D3 Publisher
MSRP: $9.99 **ESRB:** Everyone

This mildly diverting game would be better if the RC helicopter actually controlled like, you know, *an RC helicopter*. Call me crazy. The camera can also become an issue in some of the more complex fetch-and-carry missions. **-J.R.**

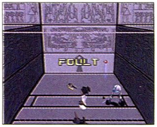
★½

SOL DIVIDE

Publisher: XS Games
Developer: Psikyo
MSRP: $9.99 **ESRB:** Everyone

Although it looks similar to the Turbo Duo classic *Lords of Thunder* and has loads of cool power-ups, *Sol Divide* is really just an average shooter. The funny part, though? No one bothered to translate the ending—it's still in Japanese! **-S.K.**

★★★



STREET RACQUETBALL

Publisher: Agetec/A1 Games
Developer: Highwaystar/D3 Publisher
MSRP: $9.99 **ESRB:** Everyone

SR doesn't know the rules of its own sport—and that's not the worst thing about it. Beyond thinking one fault (excuse me—"foult") yields a side out, it boasts what may be PS1's worst-ever physics and characters. **-C.B.**

½

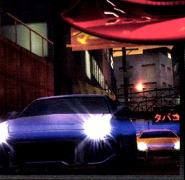
SUPER BUBBLE POP

Publisher: Jaleco
Developer: Runecraft
MSRP: $9.99 **ESRB:** Everyone

Puzzle games are usually the highlights of the budget line—this is one substantial exception. It's most definitely NOT *Bust a Move* in 3D; it's more of a stacking game. I did best when I wasn't watching the screen, and that's not good. **-J.R.**

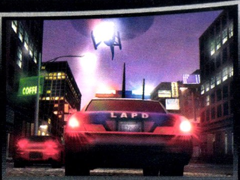
★

湾岸
The Future Of Illegal Street Racing
MIDNIGHT CLUB II
LOS ANGELES / PARIS / TOKYO



Meet the world's most notorious drivers on the streets of LA, Paris, and Tokyo.

Choose from the latest performance enhanced vehicles and compete to make a name for yourself.



There are no rules - drive anywhere in the city. Find the fastest route to win.

The Midnight Club is now open to motorbikes. Take advantage of the speed and control.

"Midnight Club 2 is the first PlayStation®2 game to really get my heart racing." ★★★★★ 5/5 - OPM Magazine April 2003

TEEN
T
CONTENT RATED BY ESRB
Violence
Mild Lyrics

PC
CD ROM

XBOX LIVE

PlayStation 2

ONLINE
BROADBAND ONLY

© 2002 Rockstar Games, Inc. The R logo is a registered trademark of Take Two Interactive Software, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Online play requires internet connection and Network Adaptor for PlayStation®2 (sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc." Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. Copyright 2002. All rights reserved.

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB2

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!